N64 MAGAZINE

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N64 MAGAZINE

ANOTHER HUGE EXCLUSIVE!

SSX TRICKY

First EVER pics – see page 6!

PLUS, WE OVERLOAD ON...

TUROK EVOLUTION

Rogue Squadron 2 Smash Bros

Wave Race: Blue Storm

Animal Leader Animal Forest +

SIX-PAGE PREVIEW!

GALLEON

GAMECUBE WORLD FIRST!

FIRST REVIEW!

MARIO KART ON GBA

We road test Nintendo's stunning handheld racer!

PLUS! planet GAME BOY

SUPER STREET FIGHTER 2 p42

SNES magic on your GB Advance!



OCTOBER 2001 £3.30



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ISSUE 59

THE UK'S BEST-SELLING INDEPENDENT NINTENDO MAG!

N64 MAGAZINE

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DK/Mayday	Eeeeeeedwards!
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Next issue on sale
Mon 24th September
To find out why it's going to be fantastic, jump to p96

WELCOME TO N64 MAGAZINE

At 100 pages N64 MAGAZINE is Britain's biggest and best-selling Nintendo mag; and here's why

- Our correspondents in Europe, Japan and America supply us with exclusive first-hand news every month. We don't copy rumours and speculation off the internet.
- N64 Magazine is written by the most experienced Nintendo fans in the business. We know what we're talking about, so we're able to cram every page with useful information and advice.
- Because we're independent from Nintendo, we can also review games as soon as they come out in Japan and America, so you know which games are worth looking forward to.
- The main focus of N64 Magazine is always the N64 games you can actually buy here in the UK, however. We never pad out the magazine with huge articles about games that only the Japanese can play.
- We won't give anything our coveted 'Star Game' award until we've played it right through to the end. That way we can be sure it really is worth buying.
- Because we're independent from Nintendo, we can write completely honest reviews. If a game's awful, we'll say so.

Don't be fooled by feeble imitations!



Up next: it's the future!

It's been six years, almost to the day, since Nintendo launched their N64 in Japan. That's six years of industry-leading innovations like the N64 joypad, of new ground being broken in videogame audio-visuals, and of the console playing host to instant classics like *Mario 64*, *GoldenEye 007* and both the *Zelda*'s.

And now everything's about to come full circle. As you read these very words, Nintendo's sparkly new Gamecube console will be just *two weeks* away from being released to an impatient Japanese public. We're on the brink of at least another half-decade of world-class gaming – of which *Galleon*, exclusively previewed this issue over on page 48, is just the beginning. And the best news of all? The videogaming crown is about to be placed firmly back on the bonce of The Big N.

So, with a new era of Nintendo brilliance about to begin, what better time to give **N64** Magazine a facelift? Next month, we'll introduce a whole new look to the mag, designed so we can pack in even more Gamecube news, previews, reviews and tips. It'll be 'da bomb', you might say. So don't miss it.

Mark Green
GLANCING NERVOUSLY OVER HIS SHOULDER

Just look what we've got for you this month!



GO! GO!

N64 MAGAZINE THE UK'S BEST-SELLING INDEPENDENT NINTENDO MAG

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Issue 59, October 2001



PLANET 64









REGULARS

NEW LOOK!



SPECIAL INVESTIGATION







N64 MAGAZINE FUTURE LOOK

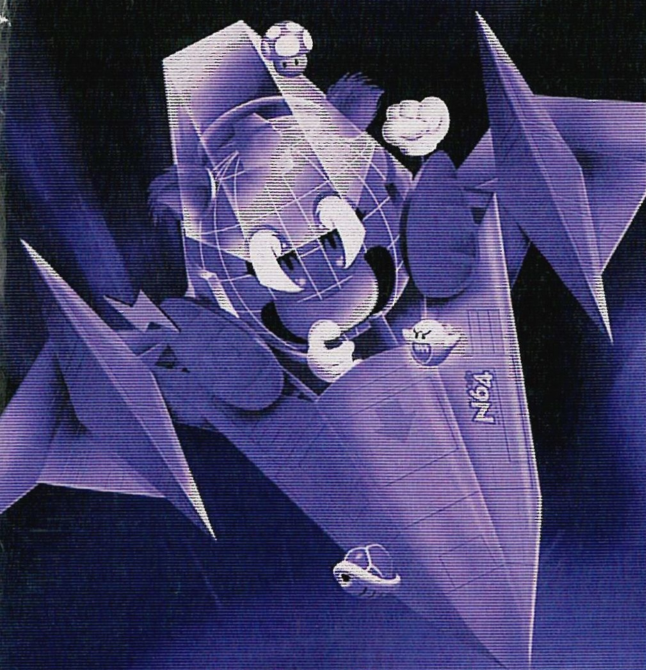
Your first look at the *BIG* new Gamecube games!

Starts on page 6

N64 MAGAZINE Club 64

The ultimate reader service.

Starts on page 59



N64 MAGAZINE
FUTURE LOOK
Your first look at the *BIG* new games!

this month

WANT MORE NEW GAMES?
Check out the Coming Soon section of Planet 64 on page 20! GO! GO!



Big up to Eddie Wachowski, otherwise known as 'The Kid' (despite looking around 34 years old). He's the new addition to SSX – but is that an afro or a hat on his bonce, there?

SSX T
cold play

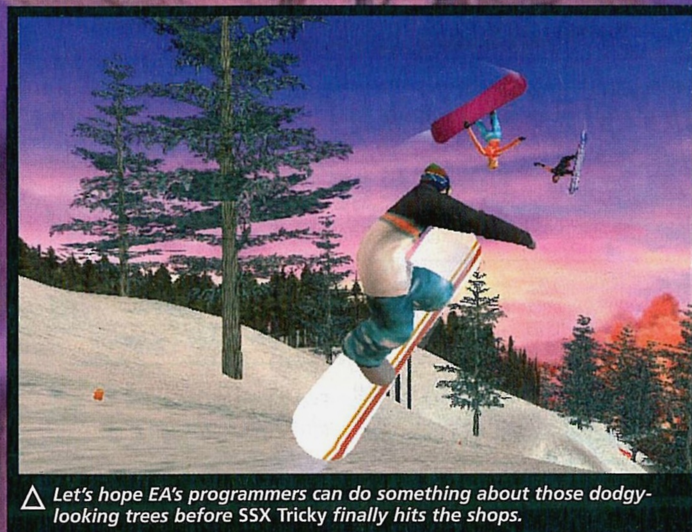
INFO BURST
GAMECUBE

SSX TRICKY	
FROM:	EA
DISCS:	1
HOW MANY PLAYERS:	1/2
RUMBLE FUNCTION:	Yes
GBA LINK UP:	No
ONLINE PLAY:	No

WHEN'S IT OUT?

US	UK	Japan
Dec	TBA	TBA

ANTICIPATION RATING



Let's hope EA's programmers can do something about those dodgy-looking trees before SSX Tricky finally hits the shops.

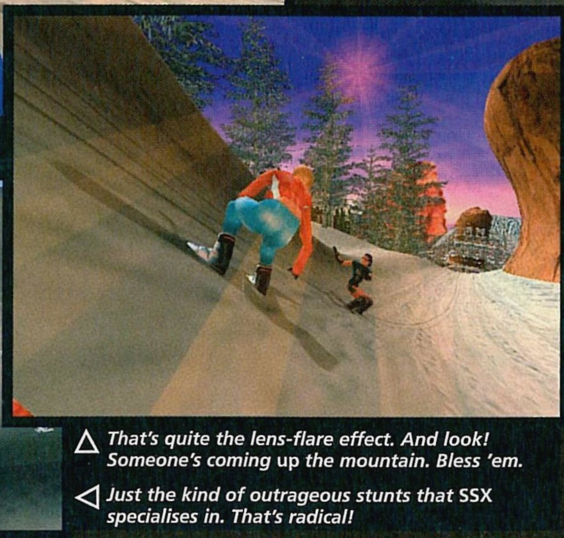


△ Sigh. Turn to our Rogue Leader *Future Look* to see what Gamecube's really capable of.



△ It's all about timing – fail to tap the buttons at the right moment and you'll fall off the cliff-edge.





△ That's quite the lens-flare effect. And look! Someone's coming up the mountain. Bless 'em.

◁ Just the kind of outrageous stunts that SSX specialises in. That's radical!

RICKY

It was originally planned as a 'director's cut' version of *SSX* on PlayStation 2. Now, *SSX Tricky* has blossomed into a fully-grown sequel to the psychotic snowboarding original – and to the chagrin of PS2 owners everywhere, it's on its way to Gamecube.

Like the first game, *SSX Tricky* is a bountiful marriage of *1080° Snowboarding* and *Tony Hawk's*. It's all about tricks, see. As you slide down some terrifyingly steep mountain-sides on your small plank of coloured wood, you can use the L, R and Z buttons to pull off outrageous stunts. Successfully 'ollieing', 'kickflipping' or 'Christ airing' nets you points, which in turn earn you more speed, which in turn gives you a better chance of beating your competitors to the bottom of the slopes.

On top of the belief-beggaring twists and flips of the board, *SSX Tricky* features an impeccably-designed collection of tracks – mostly tweaked versions of original *SSX* courses – where every bump, groove and ramp is deliberately placed to encourage you to find the ideal racing line. They're not simply wintry wonderlands, either, as multiple routes take you over treacherous rope bridges and through transparent underwater tunnels.

MASTERY *On top of the belief-beggaring twists and flips of the board, SSX Tricky features an impeccably designed collection of tracks.*

All sounds great, right? Well, don't get *too* excited, as the Gamecube version of *SSX Tricky* is clearly a low priority for EA's coders. These early shots – and the inexcusable lack of a four-player mode – show that EA have harnessed only a fraction of GC's power. Couple that with a misguided focus on the boarders' personalities (disc space will be wasted on FMV footage of the *SSX Tricky* cast larking about in their spare time), and things suddenly don't seem so rosy.

Still, with four months to go until *SSX Tricky*'s December release in the States, EA have plenty of time to put things right. We'll be monitoring their progress *very* closely in the coming months…



TO BE CONTINUED… We'll have more shots of *SSX Tricky* in the very next issue.

NEW SHOTS OF EA'S FIRST-CLASS FOOTBALL GAME IN ACTION!





◁ Not the kind of camera angle you can expect during normal play – this is a replay shot if ever we saw one. Looks great, though, doesn't it?





△ The graphics are so detailed, you can even make out this young man's packed lunch. 'Bonus'.

◁ Some of the crowd will sport amusing garb. We've spotted one Darth Vader already, in fact.

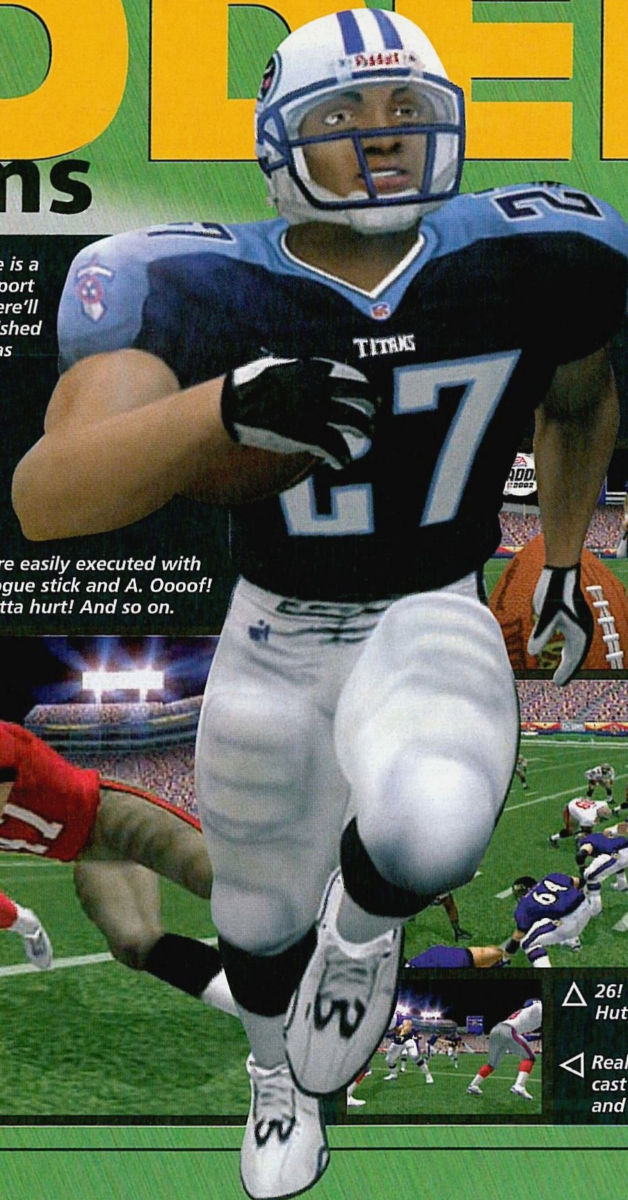
MADDEN

field of dreams



◁ US footie is a violent sport – and there'll be bloodshed aplenty as bodies collide. Oh yes.

▽ Tackles are easily executed with the analogue stick and A. Oooof! That's gotta hurt! And so on.



The stitches on the ball demonstrate the graphical power of GC perfectly. XBox hasn't got a hope. ▽

INFO BURST

GAMECUBE

MADDEN 2002	
FROM:	EA Sports
DISCS:	1
HOW MANY PLAYERS:	1-4
RUMBLE FUNCTION:	Yes
GBA LINK UP:	Yes
ONLINE PLAY:	No

WHEN'S IT OUT?

US	UK	Japan
Nov	2002	TBA

ANTICIPATION RATING





△ 26! 75! 52! Hut! Hut! Hut! Bless US footie.

◁ Real-time shadows are cast during both night and day. Bee-ootiful.



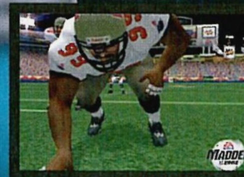
Lord alone knows why the camera's chosen to show us this incident – the ball's nowhere to be seen. It's a great opportunity to take a peek at the super-detailed scoreboard, though, complete with flashing ad boards. Lovely stuff.



Just the kind of situation you don't want to find yourself in. Bones will break, believe us. Ouch.



You can assess player stats a-plenty in Madden 2002. It's an American footie fan's dream.



2002

Do you loathe American football with every bone, sinew and capillary in your body? Or do you regularly double Channel 5's viewing figures by staying up late to catch the Milwaukee Jackasses vs the New Orleans Hammerhead Sharks? US footie divides the nation like the M1.

Whichever way you swing, it's impossible not to fall in love with the sport around a console's launch time. Because on day one of any new machine's life, the major players in the sports sim arena – Electronic Arts, Acclaim and Sega – flood the market with American football games that are designed to have your peepers popping out on stalks.

Gamecube's release will be no exception, and EA are the first to make a play for sports-loving Nintendo fans with the latest instalment of the decade-old *John Madden* series. Inevitably, it looks incredible, with players and pitches indistinguishable from those on TV (and without Channel 5's interference). The coders clearly haven't wasted GC's monstrous polygon-pushing power – as each game progresses, the near-infinite detail on the football stars means jerseys will tear, helmets will be scratched and blood will flow. Even the pitch will visibly take damage from studs, rain and heavy tackles.

Thanks to GC's DVD medium, commentary will be *Madden's* strong point – expect hours of it, by John-boy himself. But EA are also putting time into less obvious features, such as a realistic crowd which will initiate Mexican waves, and – just maybe – a GBA-Gamecube link-up that will allow players to privately select plays using the handheld.

Madden 2002 will be out in time for Gamecube's launch in the US and the UK – best set the video for that 3am Channel 5 coverage in preparation…

VISUALS *As the game progresses, the near-infinite detail on the football stars means that jerseys will tear and blood will flow.*



See love blossom on the football field in Madden.



Get ready for a throw from the quarter-back.



At last! Realistic faces, courtesy of Gamecube. Even his moustache looks the business.

TO BE CONTINUED… We'll have an in-depth playtest of *Madden 2002* soon. Believe it! Yes!

STAGGERING NEW SHOTS OF FACTOR 5'S MASTERPIECE!

The detail on the ground troops is amazing, and the Gamecube handles everything like a dream. Everyone who's seen this in motion agrees it is one of the most stunning videogames in existence.





Just look at it! Look at it! LOOK AT IT!!! How can anyone say they don't want a Gamecube now, eh?

Use your wingmen for support in finishing off the downed AT-ST.



Even the airbrakes move on the detailed Speeders.



STAR WA ROGUE L

wookie doo

INFO BURST

GAMECUBE

STAR WARS: ROGUE LEADER	
FROM:	LucasArts
DISCS:	1
HOW MANY PLAYERS:	1
RUMBLE FUNCTION:	Yes
GBA LINK UP:	No
ONLINE PLAY:	No

WHEN'S IT OUT?

US	UK	Japan
Nov	Spring	TBA

ANTICIPATION RATING







Enemy gun turrets prove bothersome for the A-Wing's low armour and shields. Nasty.

The cities on the planet of Bespin have yet to be fully texture-mapped. They'll look even better then.

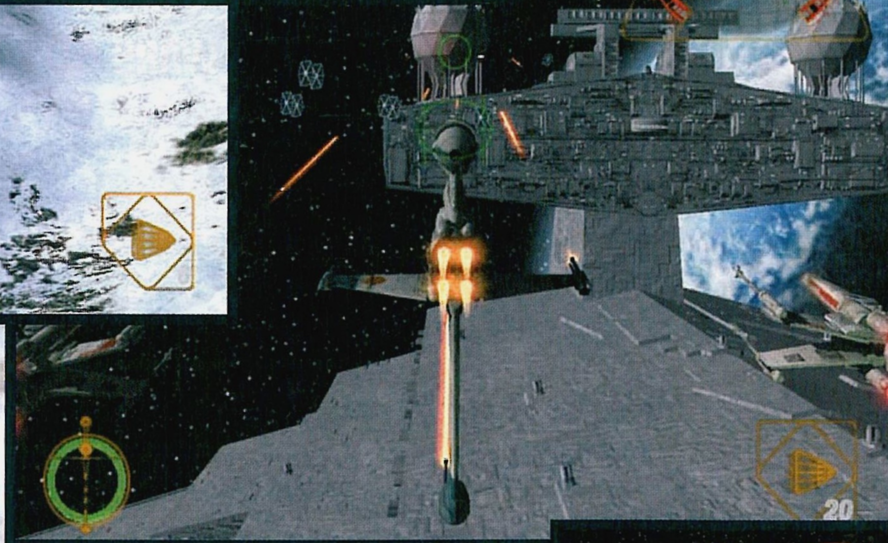
All the way to the horizon, the view is crystal clear, enabling you to observe distant battles in progress. It's that accomplished. Simply incredible…





Use your Snow Speeder's tow cable to bring down the lumbering AT-AT before pumping it full of Rebel Alliance laser.

The engine glow on your B-Wing fluctuates as you apply more or less thrust via the analogue shoulder buttons. Sweet.



RS: EADER

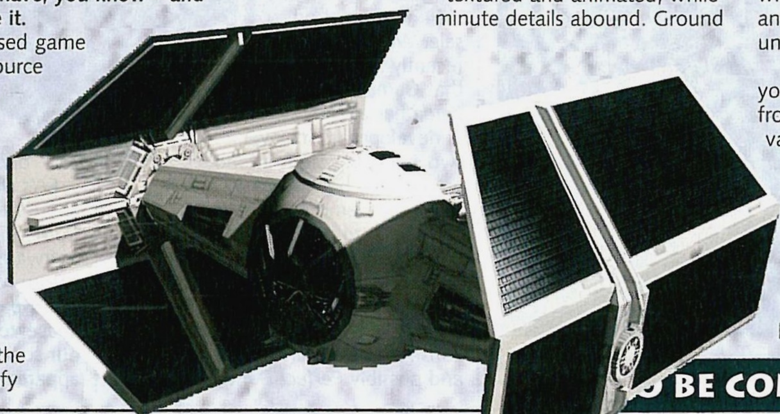


Have it! That'll teach the evil empire with their moon-sized space stations.

Widely acclaimed as the most impressive-looking Gamecube title at this year's E3, it's difficult to imagine how Factor 5 could possibly make it any better, but they have, you know – and we've got the shots to prove it.

Never before has a licensed game more closely resembled its source than *Rogue Leader*, and the results, as you can see from these shots, are simply staggering. Take the Hoth level, for example. The consistency of detail throughout is awesome. Your view from high above the landscape is perfectly clear as far as the eye can see. What this means is that together with the radar, you'll be able to identify ongoing battles quite some distance away. Impressive in itself, yes, but by flying closer you'll be utterly gobsmacked.

Every character and vehicle model is beautifully textured and animated, while minute details abound. Ground troops, for one, are authentically decked out in their original gear, complete with face-masks, snow goggles and utility belts, while the AT-ATs and AT-STs are perfectly in proportion to everything else, with numerous movement and destruction animations to lend *Rogue Leader* a level of realism unheard of in any Star Wars game.



It doesn't stop there, either. The ground troops you see in these shots can actually be commanded from the air by use of the D-pad, giving you valuable ground support when attacking the enemy and defending installations. This certainly goes some way to increasing the depth of gameplay, allaying any fears that *Rogue Leader* would be just a prettier version of *Rogue Squadron*.

Anyway, enough of the banter – just cast your eyes over these pages and we'll let the images speak for themselves…

…O BE CONTINUED… Trust us to bring you more on *Rogue Leader* as soon as we get it.

QUICK JUMP TO ▶ RETROWORLD p16 MORE STAR WARS p14 DOOM ON GBA p15 PREVIEWS p20

Nintendo ready to shock at Spaceworld

Lid to be lifted on Mario and Zelda for Gamecube.



With just weeks to go until Gamecube's launch in Japan, Nintendo have announced a Tokyo press conference to take place the day before their annual Spaceworld show, claiming it will be home to "many exciting announcements".

The media event is scheduled for 23rd August, with Spaceworld itself – the Japanese public's first chance to sample Gamecube and its games – taking place over the following three days. Gamecube is launched in Japan on September 14th.

Pre-show announcements are a Nintendo Japan tradition, but this is the first to be held away from the actual Spaceworld venue in greater Tokyo. Instead, the conference will take place at the majestic Big Sight exhibition hall in the centre of the city, suggesting Nintendo are more anxious than ever to catch the world's attention in preparation for GC's launch – and have a sleeveful of surprises to make sure of it.

"This is the big one," a source close to Nintendo told **N64**. "You're going to see worldwide prices and launch dates for Gamecube and all its peripherals, the first proper demonstration of the GC-GBA link, online plans revealed, and the unveiling of at least ten new games. By the time Nintendo's done, *everyone* will want Gamecube."

Shigeru Miyamoto is reportedly ready to reveal a near-finished version of the Gamecube sequel to *Super Mario 64* at the conference. Similarly, a Gamecube *Legend of Zelda* is almost certain to put in an appearance – it's already late, as the N64's own *Ocarina of Time* was first shown at Spaceworld 1995, a full year before the N64 itself went on sale. With Shigsy recently suggesting that Gamecube's *Zelda* has already been in development for over two years, Big Sight attendees are likely to be wowed by a very advanced demo.

The 23rd August will also be the day Nintendo finally shed light on the mysterious titles whose names were unintentionally published on their website in May – which means *Mario Sunshine*, *100 Marios*, *Marionette* and possibly *Perfect Dark Zero* will be on show. Expect at least one of these titles to show off the GBA's ability to plug straight into Gamecube's joypad port and act as a controller and mini-screen. By highlighting this function, Nintendo hope to make GC an irresistible purchase for every one of Japan's two million GBA owners.

For the three-day Spaceworld show itself, Nintendo have released a fairly uninspiring list of playable Gamecube titles, with only one or two surprises – such as EA's all-but-completed *FIFA 2002*, and *Rune*, a newly-announced RPG from Japanese developers From Software. But after Nintendo Director Satoru Iwata claimed that, "some [third-parties] will wait until Spaceworld to announce their titles," our source isn't worried about the apparent lack of big new games.



The queue for Spaceworld 2000 was, quite simply, massive.





Spaceworld 2000 attracted thousands upon thousands of rapt punters. With Gamecube at this year's show, expect even bigger numbers.

SHORT CUTS



NEC STEAL LUIGI

Actually, that's not true. But computer maker NEC have employed the services of Mario's under-appreciated sibling in recent print advertisements to help market their 5800 line of workstations. The reason behind this is that Nintendo's forthcoming *Luigi's Mansion* was created using NEC's super-powerful Express 5800, running the high-performance *Softimage* and *Maya* graphics programs.



No doubt the ad will provide valuable exposure for both Japanese giants – especially when you consider that Gamecube is just around the corner. Go Luigi!

PETER MAIN RETIRES

After nearly 15 years of dedicated service to Nintendo, Executive Vice President of Sales and Marketing Peter Main (right) has decided to bow out from Nintendo of America in January.

Described by NOA President Minoru Arakawa as an 'industry legend', Peter Main was responsible for ensuring strong relationships with the retail sector and was an integral part in the Japanese giant's success Stateside. Thankfuly, he'll still be offering his guiding hand throughout GC's launch to secure Nintendo's position as a force to be reckoned with. We wish both him and his replacement, Peter MacDougall, well for the future...





The first ever screenshot of From Software's mysterious *Rune*. It's based around collecting cards and summoning up magical powers. Should be good.

"The big shocks will be kept under wraps until the opening day of the show," our mole goes on to say. "That's when Japan's key developers – Konami, Namco, Capcom – will finally be throwing their weight behind Nintendo. Spaceworld will have playable games and video snippets of new Gamecube titles coming out of its ears."

For Capcom, that's sure to mean a long-overdue unveiling of *Resident Evil Zero*, the Gamecube-exclusive prequel to the original *Resi*. Namco reportedly have either *Soul Calibur* or *Tekken Tag Tournament* ready to show – and possibly both – although Nintendo may want to hold off on showing those to avoid the popular fighters stealing the limelight from *Super Smash Bros Melee*. A Gamecube update of PS2 launch game *Ridge Racer V* is also a possibility from Namco.

As for Konami, they'll almost certainly show new versions of *Power Pro Baseball* and *International Superstar Soccer*, and with *Z.O.E.* and *Jurassic Park III* already confirmed for Game Boy Advance, there's a good chance they will materalise on GC at Spaceworld, too.

Meanwhile, Nintendo has already announced further launch details for Gamecube's Japanese and US launch dates. 500,000 consoles will be available in the Land of the Rising Sun on 14th September, with another 900,000 to follow by the end of the year. America has 1.1 million Gamecubes allocated for 5th November – but a portion of those are likely to be diverted to Europe for launch in Spring 2002. Purple will be the only colour available in all territories to begin with, and a host of accessories will join the console on the shelves on launch day.

N64 will be attending both Spaceworld and the pre-show press conference in August. We'll have all the news in the new-look **N64** next month. Be there.



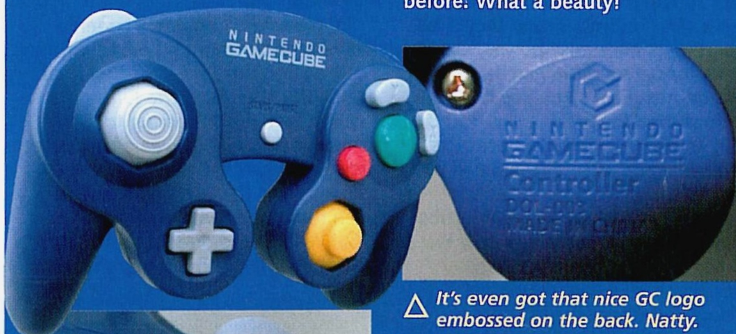
Playable Spaceworld games, as seen on Ninty's website. See Rune?

GC JOYPAD
THE FINAL DESIGN

EXCLUSIVE!

When Nintendo first raised the curtain on Gamecube's joypad back in August 2000, everyone was happy. Everyone, that is, except Nintendo themselves. They've been tinkering non-stop with the controller design over the last year, and every fresh outing for the twin-pronged wonder has revealed a change or two.

Now, finally, Shigsy and co. have stopped fiddling. Mark flew out to bag us some *exclusive* shots of the joypad you'll find packed into the box with Gamecube – slightly smaller and a bit more rubbery than before. What a beauty!



It's even got that nice GC logo embossed on the back. Natty.



New – a bump on the Z button to show you where to press it.



The C-stick is wider and more rubbery now.



GO! GO!

EA IN FIFA CONFUSION

After this year's E3, games giant EA openly expressed their excitement about Gamecube, subsequently adding a number of titles to their roster of, er, well, just *Madden*, including *SSX Tricky* (see page 6) and *FIFA 2002*. However, in a phonecall this month, EA Europe revealed to us that they *don't plan to release FIFA 2002 on Gamecube in Europe*. Eh? HAVE YOU LOST YOUR MINDS? Europe is the biggest footballing territory ON EARTH, for goodness sake.

Not quite believing what we were hearing, we asked EA why this bizarre decision had been taken. They told us that it's because *another* Gamecube FIFA game, *FIFA: Road To The World Cup*, is in development and on its way to Gamecube.

However, the gist of EA's comments was, 'We're not quite sure what's going on, to be honest.' Perhaps we'll get more sense out of them next month.

MATSUSHITA DVD GC



Matsushita, the company behind the DVD-playing Gamecube have announced a price and release date for their stylish silver system in Japan.

The system will retail for around ¥40,000 (approx £225) and will hit stores in November. Originally planned at a higher price point, Matsushita decided it would be better if it was lowered to compete with Sony's PS2 which currently retails for around ¥35,000 (approx £200) in Japan.

As far as a release for the unit in America and Europe, expect a date in the region of Autumn 2002 – a price has, as yet, to be decided. We expect this to be rectified at the Spaceworld show on 24th August.

NOW SHOWING...

Japanese cinema-goers have already been treated to the first wave of Ninty's GC marketing strategy. Audiences at the latest Pokémon film in Japan have been shown previews of *Smash Bros Melee* before the main feature.

The short preview offers a selection of the game's Pokémon scrapping it out with Mario, Fox, Peach and co. No doubt, this will help strengthen the interest of Ninty's army of loyal younger fans.

Star turn

More Star Wars stuff for Gamecube...

Come next year, Gamecube will be *the* console for Star Wars fans. As well as the amazing *Rogue Leader* (featured in our hot-off-the-press shots here, and a Future Look on pages 10 and 11), LucasArts have given a clear indication that they'll be supporting Ninty's mini power-box with *at least* two more games, both based on next year's Episode II film, Attack of the Clones.

In an online interview, LucasArts' President Simon Jeffery responded to the question of whether LucasArts would continue to support Gamecube by saying, "Yes, all I can say now is that next summer we have some pretty exciting Episode II product." Although he stopped well short of confirming which developers they'd be using, and what type of games we could expect to see, he again reiterated how impressed the company were with Gamecube.

Rumours have already started to circulate as to who will take up the reins on 2002's Star Wars line-up, with Factor 5 frontrunners to put together at least one of them following their stunning efforts on *Rogue Leader*. Company President Julian Eggebrecht wasn't available for comment.

However, a source close to key GC development suggested Factor 5 might turn their long-in-development third-person shooter *Thornado* into a second next-generation Star Wars game. *Thornado* is very much on the back burner at the Californian codeshop, and if this news is to be believed, it's obvious enough why. Certainly, LucasArts will be keen for Factor 5 to continue their Gamecube output, especially with the next instalment of the celluloid sci-fi saga likely to include a wealth of eye-goggling set-pieces, including Yoda lightsabre duels and the attempted assassination of Queen Amidala, as well as a Gladiator-style coliseum face-off between Anakin, Mace and Obi-Wan.

On a related note, US coders Bioware this month told **N64** that they "cannot confirm" whether their Star Wars RPG *Knights of the Old Republic* would be coming to Gamecube. Set 4,000 years before the films, it concerns the battle between the Jedis and the Sith and has long been rumoured to be a fave for GC. We'll have more on both stories over the coming months.



Ah, the old B-Wing. The old B. The old Wing.

Look how far you can see into the distance in Rogue Leader. *LOOK AT IT!*





We've seen Snow Speeders in Star Wars games before, but they've never had the chance to skim over snow as belief-beggaringly realistic as in Rogue Leader.





SEGA SPEAKS

And about time, too! With rumours flying around like nobody's business, anyone would swear that Mario and Sonic were about to elope and spawn a love child. But, and as disappointing as it might sound, sadly this isn't exactly the case, as Peter Moore, Sega's American President explained in a recent interview.

When asked about the rumoured Sega/Nintendo RPG, he said "I think that's just wishful thinking" – but in the same breath stated that if he were to hear of one from Japan, it "wouldn't surprise me in the least".

So those hoping for a Ninty/Sega joint venture at this early stage will probably be disappointed. However, it's clear that both Japanese giants have been fraternising for some time, especially when you consider that both Yamauchi and Miyamoto have shown their respect for Sega's gameplay-orientated ethos. Hopefully, Spaceworld will shed more light on the situation...

NINTENDO SUES (AGAIN)

Do Nintendo's army of lawyers *ever* sleep?! Once again, they're out smashing skulls. This time in the shape of developer Tirnanog Co. and distributor Enterbrain Inc. Allegedly, their *TearRing Saga* game for PlayStation – a fantasy RPG – copied background scenes as well as the appearances of characters from Nintendo's popular *Fire Emblem* adventure games (right), violating one of Ninty's patents. Enterbrain has sold more than 345,000 copies of the game since its launch in May, and Nintendo are seeking just over ¥258 million (about £1.45 million) in compensation.



TINY TEKKEN

Hurrah! Namco's hugely popular *Tekken* franchise will make its GB Advance debut at Spaceworld. Very little is known yet about exactly how it'll work, and we're all curious whether the fighters will be sprites or polygon based, à la *Tony Hawk's*.

Either way, you can bet that fighting specialists Namco – also responsible for the incredible *Soul Calibur* on Dreamcast – will pull out all the stops to make this a sure-fire GBA hit.

Doom on Game Boy Advance

First-person thrills in miniature.

Finally! After months of stubborn silence, Activision and id have unveiled the GBA version of PC all-time classic, *Doom* – and it's utterly superb.

As a result of over 12 months' hard work by Sheffield-based David A Palmer Productions, *Doom GBA* looks *identical* to the PC original. The detail on the floors, ceilings and walls is all there; the sergeants, imps, demons and spine-chilling Barons of Hell are all present and correct; and all the guns you remember from those heady days of 1990, from the boom-clunk-clicking shotgun to the wildly rotating chaingun, are packed onto the teeny Advance cart.

Here's the real heart-stopper, though – up to four *Doom GBA* carts can be linked up for multiplayer deathmatching. If blowing apart your buddies is as fast, tense and downright violent as on PC, *Doom* could be the GBA game of the year. More next issue.





Even the head at the bottom is spot on. Nice!

Doom on the train? Our hearts are racing.



Raven Blade canned

Retro Studios focus on Metroid Prime.

Retro Studios, the developer behind *Metroid Prime*, have cancelled their Gamecube RPG *Raven Blade*, and made 30 staff members redundant. It's the third round of lay offs at the ailing US company, who've had two other GC projects canned by order of Nintendo during the last seven months.

All remaining Retro Studios employees have now been assigned to *Metroid Prime*, in an effort to complete the much-anticipated first-person adventure as quickly as possible. "Retro, along with Nintendo, has decided its most effective approach as a videogame developer is to focus on *Metroid Prime* and give it the attention the franchise deserves," said a Nintendo spokesperson.

Retro President Jeff Spangenberg was not available for comment – and hasn't been seen or heard from since May's E3 show. But our US correspondent Matt Casamassina has uncovered the reasons behind the prolonged troubles at the company. See his report on p54.



For more Raven Blade shots, see page 54's Special Investigation.

GO! GO!

STAT ATTACK

With Game Boy Advance selling like hot cakes the world over, we thought you might like some useless information to clutter your brains with. Did you know that the Advance has been selling at a rate of 20 units per minute and has already outsold all other video game systems bar the original Game Boy? That if all GBAs purchased were stacked one on top of the other, they'd create a tower the height of 16 Mount Everests? That in June this year Game Boy Advance dominated console sales by a ratio of 3:2 over all other machines? That it's now the fastest-selling console in history? No? Well there you are, then. Now go forth and never fear small-talk at parties again…

ACTIVISION 4 GC

Scared that Gamecube won't have enough third-party software? Well don't be. Along with just about everyone else in the industry, Activision have pledged their support for Nintendo's console, announcing that they have ten new titles in the works already. Among these games will be versions of ***Spider-Man: The Movie*** and ***Tony Hawk's Pro Skater 3***. We hope the Spidey title will mirror the high quality of *Spider-Man* on GBA (see page 43), and we're sure you'll agree the prospect of a *Tony Hawk's* title on Gamecube is certainly enough to make your mouth water. More news as we get it.



RETROWORLD

First stop, Memory Lane…



CASTLE WOLFENSTEIN 3D
Apogee • 1992

Erroneously claimed by some casual gamers to be the world's first first-person shooter, *Castle Wolfenstein 3D* on PC is in fact one of a series of titles that coders id were working on at the time, including *Catacomb Abyss*, which appeared a little earlier than *Wolfenstein 3D* but was a more shoddy affair overall. And that of course is not to mention the 'seminal' *3D Monster Maze* we featured in **N64**/46.

Nonetheless, *Wolfenstein* is the game that most people claim really laid the ground for *Doom* to stomp over. Playing it again now reminds you how completely different the experience is from modern shooters. Despite what you may infer from '3D' in the title, the game features absolutely no up-and-down aspect whatsoever. Allegedly, there are lifts, but these are only end-of-level points and have no effect on the game. However, you can (roughly) pull off a few of the tricks that characterise the modern game, like creeping up on someone and sticking a knife in their back, or popping out from behind a corner.

For its time, it represented a genuine landmark in game design. While the levels themselves were vast, largely repetitive affairs populated with a smattering of generic Nazis, there were some features that stand out even now. Specifically, the secret doors (indistinguishable in texture from a normal wall, but obviously placed) and the treasure collection were certainly unusual. As a hang-over from traditional item-collection platformers, you had to explore every single room if you wanted to nab all the gold. Curious…

The SNES incarnation changed the blood to sweat and the shootable dogs to shootable rats, and isn't really worthy of too much attention. But when *Backtrack* on Game Boy Advance found its way into the office (see page 40), we had to remember where it all came from…





STREET FIGHTER
Capcom • 1987 (arcade)

In light of the behemoth that was *Street Fighter II: The World Warriors* released in March of 1991, it's easy to forget its origins, probably because… well… the first *Street Fighter* was crap. And those who believe it was Capcom who spawned the one-on-one fighting genre would be wrong. Both *Karate Champ* and *Yie Ar Kung Fu* were already doing the rounds well before *Street Fighter* arrived – but nonetheless, it's still a title worth remembering.

As well as introducing Shotokan Karate students, Ryu and Ken to the world, the *Street Fighter* coin-op had a number original features unique to the genre. First of all it boasted vastly superior character sprites, with improved animation and colour definition, plus detailed backdrops. But the innovation that really set it apart was it's use of two, force sensitive attack pads. These worked by gauging how hard you hit them – the harder you smacked the pad, the more damage you inflicted on-screen. Unsurprisingly, the arcade machines took something of a battering, forcing Capcom to change the cabinets to include six attack buttons of varying strengths for punch and kicks.



Street Fighter was also the first game to introduce complex stick motions to initiate 'special moves'. Unlike battlers today, the special moves were just that, super-fierce attacks which were extremely overpowered (Ryu's Dragon Punch could easily wipe out an opponent by itself) and were only possible to pull off through masterful timing or blind luck. These all seem rather obvious additions now, but it's clear that 21st-century battlers owe a great deal to what was introduced in *Street Fighter*, and subsequently refined in *SFII*.

Also, for you trivia fans out there, Adon, Gen and English thug Birdie were all opponents in the original *SF* – and you'll be able to see updated versions of these fine fighting folk in the forthcoming *Street Fighter Alpha 3* on GB Advance later this year. Nicely.





24/09/01

GO!
GO!

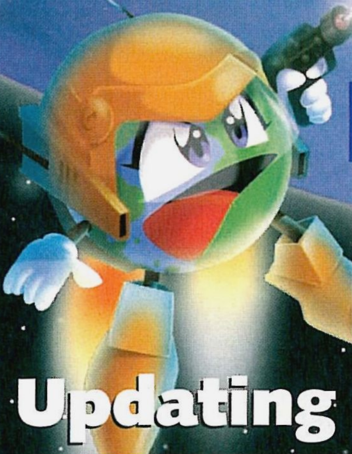


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NEW PICS NEW PICS NEW PICS NEW PICS NEW PICS NEW PICS NEW PICS NEW PICS

Q & A

Hang on – I thought Joshua Fireseed was a couple of feet under?
Well, he is, having 'bought the big one', at the start of Turok 3: Shadow of Oblivion. *But* Turok Evolution *is – yep, you've guessed it – a prequel, set in an unspecified period before the original* Turok: Dinosaur Hunter.



There'll be a multiplayer mode, of course?
Naturally. Don't be surprised if Acclaim take a leaf from Perfect Dark's *book and include as many guns, arenas, game types, Gamecube-controlled bots and other options as they can fit on the disc.*

INFO BURST

GAMECUBE

TUROK EVOLUTION	
FROM:	Acclaim
DISCS:	1
HOW MANY PLAYERS:	1-4
RUMBLE FUNCTION:	Yes
GBA LINK UP:	No
ONLINE PLAY:	No

WHEN'S IT OUT?

US	UK	Japan
TBA	TBA	TBA

ANTICIPATION RATING: ●●●●●



◁ *Is this sinister fellow Turok's main adversary in the game? You can be sure of it.*



"I... am Turok!" Joshua Fireseed never looked so good. Or so grumpy. ▷

◁ *That expression's straight from the Jon Voight school of method acting.*

Turok Evolution

Putting big game hunting back on the menu.

We saw it in action as far back as May's E3 show, and it had us wobbling about with excitement. But it's only now that we can bring you shots of one of Gamecube's most anticipated titles – the latest *Turok* game.

After *Turok 3* made us weep, we were relieved to be told by *Turok* supremo David Dienstbier that this fourth instalment will be restoring the series to its former glory. In *Turok 4*, Mr Fireseed returns to the lush jungles of the first two *Turok* games, and battles gun-toting soldiers and sadistic dinos just like in the good old days. You won't just be walking with dinosaurs, either – Acclaim are promising the first appearance of swimming underwater beasties, and flocks of pterodactyls who'll take you for a glorious sky ride in one of the later levels.

What's most exciting, though, is that these shots are from a video that's well over twelve months old – since when, *Turok 4* has improved tenfold. We'll have the first in-game shots of the newest version in **N64**/61.



◁ *Told you – pterodactyls ahoy. Lovely stuff.*

Dinosaur bipeds with guns. Best clear off sharpish. ▽



NEW PICS NEW PICS NEW PICS NEW PICS NEW PICS NEW PICS NEW PICS

Super Smash Bros Melee

A Nintendo punch-up par excellence.

We've scoured our dictionary, but this pitiful language of ours just doesn't have the words to convey just how much we want *Super Smash Bros Melee. Right now.* For the time being, though, we'll just have to make do with the screenshots that are trickling – agonisingly slowly – out of Nintendo's HQ.

The latest batch of drop dead gorgeous screens reveals a few intriguing tidbits about the characters new to this version of *Smash Bros*. For example, Princess Peach is able to float for a bit just like she did in *Super Mario Advance*, and we *think* that the twin Ice Climbers are forever joined by an elastic cord and controlled together as one fighter. Plus, an extreme close-up of Fox McCloud in action has confirmed that the old SNES add-on, the Super Scope 6 light gun, is indeed one of the game's collectible items – just as we exclusively revealed back in **N64**/57. What a treat, eh?

Speculation in the past month has also centred around the mysterious Trophy Mode. We've learned that the trophies (which come in the form of hundreds of Nintendo's game characters) aren't actually 'earned' as such – instead, you win them, one at a time, from a slot machine sub-game. Will somehow equipping your prize give you an extra ability in the main game? Until we get to give this beauty another bash at Spaceworld, we'll be none the wiser.

With an all-comers *Smash Bros Melee* tournament also planned for that Tokyo show, Nintendo and HAL's fighter is bound to steal the limelight come August. Mark will be reporting back – if he can keep his hands from shaking long enough – next issue. 



The Super Scope 6 looks exactly like it does in real life. It's not the best gun, though, as a short battery life means it runs out of juice after a few seconds.





Obi Wan Kenobi vs Darth Maul? Rubbish next to this.



Mario and the giant Peach, thanks to a mushroom.



"Yoshi!" But how did he end up so high?



We don't rate Ness' chances here, bless 'im.



Ah, Link. It's good to have you and your hulking great sword back.



We're not entirely sure how you control both Ice Climbers with just one joypad yet.

Q & A

Bowser's new, right?
Yes, and slips nicely into the strong-but-slow category of Smash Bros fighters. As well as being able to breathe fire and spin about all over the shop, Big B also has a nasty 'press' move, which involves simply falling on top of his opponent and crushing their bones.

Any new items?
The pink parasol allows you to float slowly from on high, and can also be chucked into a rival's face to score a couple of damage points. Plus, the health items from the first game have been replaced by melons, cups of tea and roast dinners – all looking bizarrely lifelike after being scanned into Super Smash Bros Melee from proper photographs.



The lightsabre's back, too, yes?
True, but Nintendo have changed the shape and sound to avoid George Lucas' lawyer friends paying them a personal visit.

It'll still be the best weapon, though.
Don't bet on it – the new 'dodge' move allows opponents to sidestep almost any attack. Crazy!

INFO BURST
GAMECUBE

SUPER SMASH BROS MELEE	
FROM:	Nintendo
DISCS:	1
HOW MANY PLAYERS:	1-4
RUMBLE FUNCTION:	Yes
GBA LINK UP:	No
ONLINE PLAY:	No

WHEN'S IT OUT?

US	UK	Japan
TBA	TBA	Nov

ANTICIPATION RATING



Q & A

Are Kawasaki back with sponsorship?
Well, they've gone and lent their name to a watery racer on the PS2. That doesn't prevent them sponsoring Wave Race: Blue Storm *– but if they don't, Nintendo won't be able to use the words 'jet ski', as it's a Kawasaki trademark. That'd make things very interesting...*

Are the riders here the same as the original *Wave Race*?
Looks to be. We've already caught a glimpse of podgy Dave Mariner – although sadly without his comedy frog-eyes helmet. But there are a host of jet ski junkies we don't recognise, including some idiot who insists on wearing a baseball cap backwards. Hmm.



Any word on new courses?
A screenshot printed in Japanese games mag Famitsu shows a night-time track, with race-scuppering crates bobbing on the water's surface and a beautifully-lit city in the background. It looks fantastic – and hopefully we'll get to play it, and other never-before-seen Blue Storm *tracks, at Spaceworld. Mint.*

INFO BURST

GAMECUBE

WAVE RACE: BLUE STORM	
FROM:	Nintendo
DISCS:	1
HOW MANY PLAYERS:	1-4
RUMBLE FUNCTION:	Yes
GBA LINK UP:	No
ONLINE PLAY:	No

WHEN'S IT OUT?

US	UK	Japan
Nov	TBA	Sep

ANTICIPATION RATING



Wave Race: Blue Storm

The best things happen at sea.

True to form, Nintendo have revealed next to nothing new about this stunning racer since unveiling it in May. But we managed to pin down Claude Comair, *Blue Storm*'s lead developer, for a chat – and he spilled some very intriguing beans.

According to Claude, *Wave Race: Blue Storm* has one simple aim – to make you *believe* you're on the water. That's meant the coders at NST burying their heads in physics textbooks to get the feel of the game just right, from the weight of riders as they bounce on the water, to the behaviour of waves in different weather. Make no mistake, *Blue Storm* is a game, not a sim, but NST's loyalty to Newton's laws give it a brilliantly realistic feel.

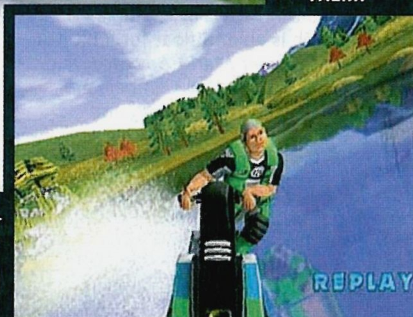
In fact, NST are considering leaving in the development option that allows them to control every aspect of the water – so you'll be able to fiddle with the weather, the strength and number of waves, the 'stickiness' of the water, and hundreds of other options to create custom courses.

With such impressive visuals and physics, it's easy to forget that *Blue Storm* is also a superb game in its own right. The number of riders per race has been bumped up from four to six, the tracks feature a wealth of multiple routes and secret passages, and NST have used their experience on the insanely fast *Ridge Racer 64* to create jet skis with some truly exhilarating top speeds. And it's out in Japan in just *two weeks*!





Wave Race: Blue Storm's version of the original game's Drake Lake. Just look at the water reflections. LOOK AT THEM!



The long-overdue return of Dave "Big Boy" Mariner. What a character.



Don't take the detail on the riders' faces for granted. Amazing stuff.



Slippy-slidey ice world? Don't mind if we do. Let's hope you can burst through snowballs, just like in Wave Race 1.



Claude Comair's promised us that if you dip below the surface after a jump, you'll actually glimpse the underwater world.

Animal Forest +

You can talk to the animals.

A*nimal Forest* on N64: intriguing concept, beautiful visuals, and coded by Shigeru Miyamoto. There was just one teensy problem – it only launched in Japan, and struggling through its reams of Japanese text took most of the fun out of a game that focuses primarily on conversation.

Thankfully, Ninty are trotting out a 'director's cut' for GC – and, bless 'em they'll be translating it into English, too.

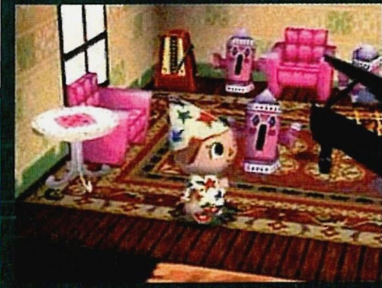
So, why be excited? Peek back at our import review of the N64 version (issue 56) and you'll learn that *Animal Forest*, even in a foreign tongue, is a captivating experience. The aim of the game is simply to run around the forest, catching butterflies, chopping down trees and fishing. But mainly you'll find yourself chatting with the animal residents – and if you make a few friends on the way, you'll be sent nice letters, given gifts for your house, and maybe even invited to a picnic or two.

That really is all there is to it, and *Animal Forest* + adds nothing new, save for ever-so-slightly improved visuals. This is a game that's brilliant fun because it gives you freedom to explore, experiment and basically do whatever you fancy in a beautiful environment. And as up to four players can own a house in the forest, you can enhance the experience by sending letters and gifts to each other – Shigsy's designed *Animal Forest* to be played by the whole family, see.

All very cuddly, very colourful and very Nintendo, which is why *Animal Forest* + will be a must-have.







Nice 'boom box' in the corner.

A rocket? What's going on?



Hmmm. There's really no accounting for taste sometimes.

Bet you wish you were talking to a purple 'gator right now.



You can buy bigger and better houses as you earn more moolah. Grand.



Go on, give us a tune. As long as it's not bleedin' Chopsticks.

Q & A

So you actually own a house in the forest?
That's right. It's where you start the game each time you switch on, and you can hoard all the goodies you've collected inside – such as chairs, tables, toilets, radios, record players and – yep – even a NES.

Can you play it?
Brilliantly, yes. There are eight NES games to collect and play in the N64 version, from the original Donkey Kong *through to the much under-rated* Balloon Fight. *There's no guarantee the same games will reappear in* Animal Forest +, *though.*



Isn't there a 'real-time system'?
Bingo. The month, day and time in Animal Forest match reality, so if you boot up the disc on 25th December, it'll be Christmas in the game.

What's the point of it, then?
Certain characters will only appear – and hand over special objects – at certain times. Plus, as time goes on, new houses will spring up, bringing new friends – or enemies – to the forest.

INFO BURST
GAMECUBE

ANIMAL FOREST +	
FROM:	Nintendo
DISCS:	1
HOW MANY PLAYERS:	1
RUMBLE FUNCTION:	Yes
GBA LINK UP:	No
ONLINE PLAY:	No

WHEN'S IT OUT?

US	UK	Japan
TBA	TBA	Dec

ANTICIPATION RATING





Super Monkey Ball

Rollin', rollin', rollin'.

It's such a simple concept – a virtual version of those infuriating pocket puzzles where you tilt balls into holes – that you can't help but wonder why no-one's thought of it before. But as Sega got there first, you can at least be assured that *Super Monkey Ball* will be something very different indeed.

Three members of the monkey family – daddy, mummy and baby – have been trapped in airless transparent balls and placed in giant arenas for your enjoyment. You don't control them directly – instead, using the analogue stick, you tilt *the entire map*, with the aim of rolling your simian friend towards the level's exit. And if you can collect a whole load of juicy bananas on the way, so much the better.

The arenas themselves look stunning – chequered platforms suspended in dusky evening skies, huge helter-skelters winding their way around mountains and crumbling colosseums, and even a giant version of the Amusement Vision logo – AV being the Sega division responsible for *Super Monkey Ball*. The arenas aren't happy to sit back and let a monkey roll all over them, mind – they'll spin, flip, break up, slide round and generally do their best to send the ball flying off into oblivion.

All in all, *Super Monkey Ball* should look and play easily as well as its arcade daddy, and, thanks to the Gamecube-exclusive inclusion of a frenetic four-player mode, might even top it. It'll be vying with *Luigi's Mansion* and *Wave Race: Blue Storm* on Gamecube launch day in Japan.



Here's the course that in the shape of Amusement Vision's logo. Don't fall!



Gamecube's superb joypad makes guiding your monkey ball around a real joy.



Twisty-turny courses – we like.



Diners in the sky? Very odd.



There's no escape from the ball, even for the winning monkey. Cruel.



Interesting conversation…

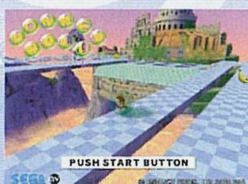


Three-player? Yay!

Q & A

How many levels are there in all?
100 single-player maps, all arranged into different themes including tropical, space, sky and mountains. We'll bet our mums that there'll be a handful of Gamecube-specific levels packed onto the disc, too.

What happens in multiplayer mode?
There's a variety of games, including a straight race across relatively simple maps, and a time-based banana-bagging challenge in more complicated arenas. Even with four monkey balls rolling around the screen, everything moves at a pleasing pace.



Did I spot a Dole logo there?
Yep! In one of gaming's more bizarre sponsorship deals, banana growers Dole have lent their name to the game – so every 'nana comes to you complete with its own Dole sticker. Ker-razy!

Don't these simians have proper names?
The boy's called Aiai, the girl Meemee, and the baby is – get this – 'Baby'. Sega won't tell us whether there are any secret characters, though…

INFO BURST
GAMECUBE

SUPER MONKEY BALL	
FROM:	Sega
DISCS:	1
HOW MANY PLAYERS:	1-4
RUMBLE FUNCTION:	Yes
GBA LINK UP:	No
ONLINE PLAY:	No

WHEN'S IT OUT?

US	UK	Japan
TBA	TBA	14 Sep

ANTICIPATION RATING



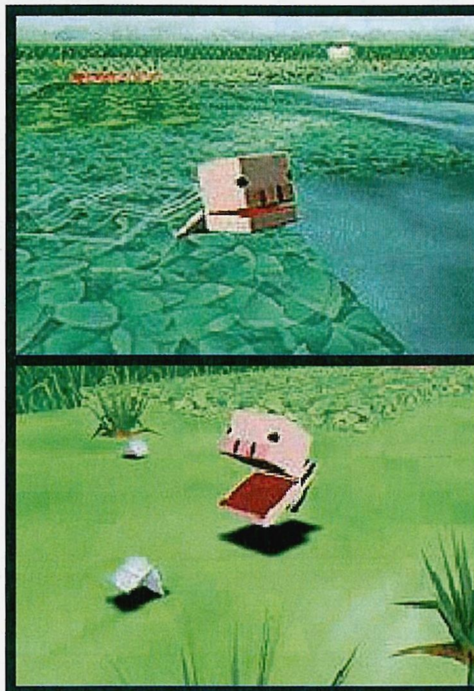
Animal Leader

Beastly behaviour – now on Gamecube.

So ***that's*** **where it got to.** ***Animal Leader*** **made a quick appearance on N64 at last year's Spaceworld show, then vanished. Now it's back on the radar – but this time as a** ***Gamecube*** **game.**

To be honest, little seems to have changed from what we saw of the game last year. *Animal Leader*'s visuals never exactly threatened to push the N64 to its limits, and the 'improved' next-generation stuff – still stylised using just cubes and squares – doesn't look much better. But, of course, the game's premise is as intriguing as ever – effectively, it's a simulation of an entire food chain, with you starting out as a small pig-like creature, gobbling up lesser beasts and steering clear of the big boys. Your ultimate aim in *Animal Leader* is to evolve into increasingly advanced polygonal animals, and eventually claim the title of 'top carnivore'.

It'd be a shame if *Animal Leader* didn't reach Western Gamecube owners, but it might just be a little *too* bizarre to attract a big enough audience over here. We'll have plenty more info next issue.



We know, we know. It looks rubbish. But Animal Leader is one of those ridiculously simple games that you'll find impossible to leave alone. Honestly. And that little pig is a real cutie.

INFO BURST
GAMECUBE

ANIMAL LEADER	
FROM:	Nintendo
DISCS:	1
HOW MANY PLAYERS:	1
RUMBLE FUNCTION:	Yes
GBA LINK UP:	No
ONLINE PLAY:	No

WHEN'S IT OUT?

US	UK	Japan
TBA	TBA	TBA

ANTICIPATION RATING



Q & A

I don't get it!
It's really very simple. All you have to do is wander the landscape and pick on beasts smaller than you. That keeps you alive – and, after a bit, you'll evolve into a different animal.

What kind of animal?
It depends how well-fed you kept your original pink porker. A happy pig might evolve into an ickle dog, who can scamper around the environment quickly on four legs. A mistreated pig, though, is likely to grow wheels to roll around on.

Wheels? But that'd be great!
Remember that everything in Animal Leader is square, so having wheels isn't really that much of a benefit...

How many animals are there?
We reckon around 50 in all, some cute, some grotesquely ugly freaks. We'll show you more next month.

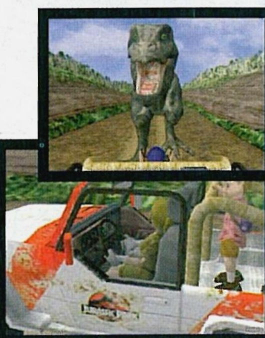
Universal Studios

A whole world of movie-based fun.

A virtual trip around a popular American theme park? With Woody Woodpecker as your guide? Yes, Kemco's ***Universal Studios*** **doesn't exactly sound like it's going to win any awards for... well, for anything, really.**

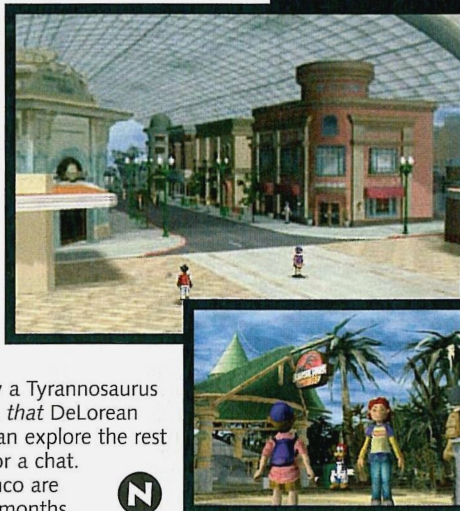
But if you're prepared to give the game's uninspired premise the benefit of the doubt, *Universal Studios* soªunds like it might just be a right little bundle of fun. It's basically a collection of minigames, each based around rides at the real-life Universal Studios in Hollywood – so the world's most irritating woodpecker might invite you to be chased by a Tyrannosaurus Rex through a replica of Jurassic Park, or take a spin in *that* DeLorean from Back To The Future. And in between rides, you can explore the rest of the park, which is filled with happy punters eager for a chat.

There's more to it all than that, of course, but Kemco are sitting tight on the details. Expect more in a couple of months.



Wh-wh-where's the goat?!

Not a popular theme park.



INFO BURST
GAMECUBE

UNIVERSAL STUDIOS	
FROM:	Kemco
DISCS:	1
HOW MANY PLAYERS:	1
RUMBLE FUNCTION:	Yes
GBA LINK UP:	No
ONLINE PLAY:	No

WHEN'S IT OUT?

US	UK	Japan
Nov	TBA	TBA

ANTICIPATION RATING



It looks rather nice, doesn't it?
Yes, but don't be deceived. Universal Studios features proper polygonal characters on top of pre-rendered backgrounds – much like the exterior of the Temple of Time in Zelda: Ocarina of Time. We're not sure why.

I'd heard talk that this was more of a 'build your own theme park' game...
Sadly not. Some sources have claimed that Universal Studios is subtitled 'Theme Park Creation', but publishers Kemco have denied that that is the case. Looks like Gamecube will have to wait for its own proper version of Theme Park World.

So, then, will it be out in time for Gamecube's UK launch?
That depends on the success of the US version. But, as it's not going to require a lot of translation, we'd say almost certainly. Staying saving now! (Or not, as the case maybe.)

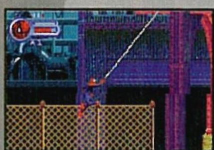
N64 presents  planet

GAME BOY

NEWS, REVIEWS AND TIPS FOR YOUR GAME BOY COLOR, ADVANCE, POCKET, CAMERA AND PRINTER

REVIEWED THIS ISSUE!

SPIDER-MAN



page 43

Spidey swings onto GBA in another cracking platform adventure.

STREET FIGHTER II

page 42

FACE OFF! Capcom's beautiful GB Advance beat-'em-up smacks us hard in the peepers!



WIN! Three copies of Mario Kart up for grabs inside!

FIRST UK REVIEW!

MARIO KART ADVANCE

We bring you the first road test of Nintendo's smash hit on GBA – check out our packed six-page review, starting on page 32!



PLUS

- News of Nintendo and Rare's Spaceworld titles.
- Previews of the year's forthcoming stunners.
- First review of the awesome FPS *Backtrack*.
- Prof Oak's advice, GB tips, your muties and more!

ISSUE 34
October 2001

planet NEWS

Welcome to Planet Game Boy



Would you believe it. If someone told us ten years ago that we'd be playing *Mario Kart* and *Street Fighter* on a portable gaming device the size of a SNES cartridge, we'd have jammed a copy of *Clayfighter* down their throat and kicked their worthless hide out of our office until they were spitting chips.

Maybe I'm just getting all nostalgic, but in a small way, this has been something of a landmark month for gaming. Nearly ten years ago I was dribbling, slack-jawed, down my school uniform while pumping all my lunch money into my local chippy's *Street Fighter II* cabinet, before going home to play my well-worn copy of *Mario Kart*.

Thinking back, it's very difficult to imagine any other games which did (and still do) hold me so firmly in their addictive grasp – so it's all the more poignant when you consider that both titles are now available on a piece of plastic no heavier than an After Eight, and can be played wherever you want. Check out our full reviews of both *MK* and *Super Street Fighter II X Revival* on pages 32 and 42 respectively.

So – wiping a tear from my eye – with those two firmly under GBA's belt, what else do you have to look forward to? *Spaceworld*. Now that developers have had time to get used to GBA's ins and outs, you can expect some incredible-looking games over the run-up to Christmas. All of these will be showcased at Spaceworld and we'll be on hand to sample every one. Find out about these and more in this month's Planet Game Boy…

Geraint Evans, Editor

planet GAME BOY

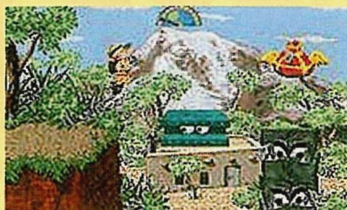
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Editor: Geraint Evans

Contributors: Mark Green, Alan Maddrell, Paul Edwards, Todd Anderson, Steve Jalim

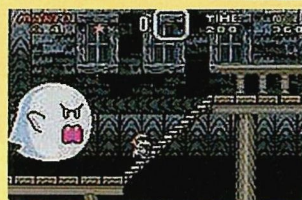
COUNTDOWN TO SPACEWORLD



An old-school Speccy classic bursting with colour. We really can't wait. Magic.



Once again, Mazza will be able to ride Yoshi.

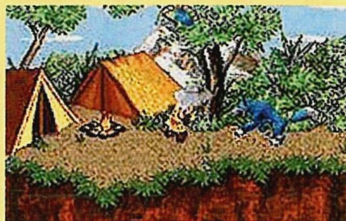


Happy days indeed. We can't wait…

In preparation for their forthcoming Spaceworld show in Tokyo, Nintendo have released a partial list of what lucky punters will have to look forward to over the coming months.

Leading the pack come Nintendo and Rare's efforts. The most highly anticipated of these is *Super Mario Advance 2*. Much like *Mario Advance*, this will be an update of classic Mario games from yesteryear. The main pull of the title will, naturally enough, be the incredible *Super Mario World* from the SNES. Expect Nintendo to give this beauty a lavish overhaul, while injecting it with some great new extras. Not only that, but it'll also come with yet *another* update of the classic *Mario Bros*.

Together with a whole host of indecipherable Japanese mah jong and puzzle games, Nintendo have also decided to uproot another two ageing classics in the form of RPGs *Lunar Blade* and *Fire Emblem* which, together with Camelot's *Golden Sun*, will form the first batch of multiplayer adventures.



More retro goodness from Rare's healthy back-catalogue. Yummy.

While Nintendo busy themselves with those, Rare will show off their innovative *Diddy Kong Pilot*, a *Mario Kart*-esque cutesy racer that utilises Nintendo's 'Tilt' technology to pilot the planes. We'll also get the chance to play Rare's latest *Banjo* instalment – *Banjo-Kazooie: Grunty's Revenge* – on GBA, as well as the forthcoming retro favourite *Sabre Wulf*.

As if that wasn't enough, snapping at their heels come Sega, bringing old-school puzzlers *Columns* and *Puyo Puyo* to a new generation of gamers, and more importantly, giving us the chance to really get our teeth into Sonic's first outing on a Nintendo console. Expect a full report on that spiky blue beauty, including a hands-on account of his super-fast multiplayer modes. Phew!



Diddy will be back on track to give Mario Kart a run for its money.

It's not hard to guess, then, that we're pretty excited about the prospect of a bumper year in handheld heaven. This year's Spaceworld promises to be one of the best yet. You can expect plenty more third-party developers to be coming up with the goods, too. Whether it's Capcom and SNK's forthcoming fighters or Activision's *Doom GBA*, it's safe to say you're going to be in for a real treat when we report back next issue.

Keep your eyes exactly where they are…



ADVANCE CONTROL

STOP PRESS

Just as we were putting the finishing touches to Planet Game Boy this month, those cheeky funsters at Bam Entertainment went and dropped this bombshell on us!

Although it's still very early in development, Bam have come up with an incredible GBA innovation that will, quite simply, blow you away. In conjunction with their slick isometric racer *Driven*, they're currently prototyping an add-on that will allow you to use the Advance as a remote control unit for a super-fast prototype racing car. In order for it to work, as well as the car you'll need a copy of the game and the add-on itself.

We can't say any more than that right now, as it's all very hush-hush, but suffice to say, it ranks among the most impressive peripherals we've *ever* seen. We'll bring you more info on this awesome new development over the coming months.

One in the eye for Ninty's Game Boy Camera, wethinks…





This is the car you control with your GBA.

BROTHERS IN PALMS

GB Advance is rapidly asserting itself as the retro gamer's machine of choice with the news that British developer The Bitmap Brothers will be bringing a large section of their laudable back-catalogue to GBA.

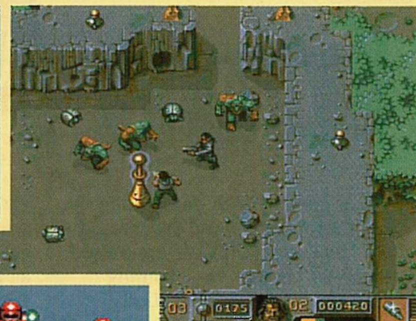
The ink is still fresh on a deal between the Brothers and Crawfish Interactive to co-develop some of the Bros' classic games. First in line for rejuventation is *Speedball 2: Brutal Deluxe*, which appeared to some considerable acclaim on Sega's Mega Drive and even the humble Amiga.

It's rather like a particularly vicious game of footie where you ricochet the ball off walls, punch the opposition and pick up power-ups, all with the aim of securing a goal. It's a right rollicking laugh, and the second of the *Speedball* games was by far the better effort, featuring far more wackiness and comic violence. The Advance version will feature a four-player link-up mode, which is bound to be a lot of fun.

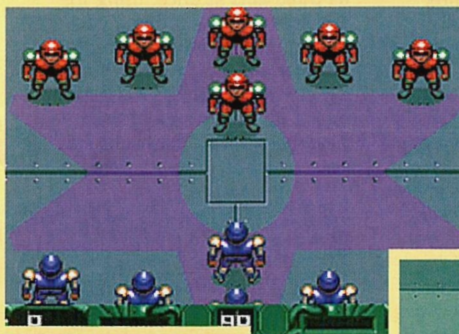
That's not all from the UK-based Bitmap Brothers, though. They also have plans for titles like – but not limited to – *Xenon 2*, *Cadaver*, *Gods*, *Magic Pockets* and *The Chaos Engine*. Of these, we particularly like the sound of *The Chaos Engine*, a spiffy if dead-hard, semi-isometric shooter set in a grim industrial world. In it, you could choose from six characters, each with their own weapons, and engage in a somewhat groundbreaking co-operative orgy of violence. The graphics were something to crow about when the game came out, and it's going to be looking even better, having received the benefit of GBA power. Definitely some treats to look forward to here – we'll bring you more information as it arrives.



Two of you going at it with rockets. Just imagine...



This the original version of the co-op shooter The Chaos Engine. *Smart!*

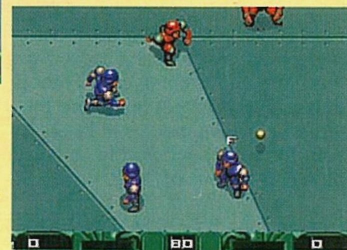


Grr! Let serious, nasty violence ensue! Now!

The old version of SB2 was always a very chaotic affair. Fun, though.



Happy days. Expect something very similar to this on GBA.



KING OF FIGHTERS

Great news for fans of the fairly obscure 2D fighters SNK have been doing so well for years. One of the Neo Geo's top series is making its way to a GBA near you.

King of Fighters is a straight-up scrapper that's been the choice of enthusiasts for a few years, seeing outings in the arcade, on Dreamcast and Neo Geo Pocket Color. Following the demise of two of these, fans can now satisfy their cravings with a faithful GBA version, much in the vein of recent successes like Capcom's *Super Street Fighter II X Revival*.

Sixteen characters in all will be playable, each armed with an arsenal of undeniably cocky chants and cries. Geraint loves this sort of stuff, so we'll have a review soon after the game's Japanese release, slated for December. Hopefully some link-up action will be the order of the day...





The Bogards' Burning Knuckle on the li'l screen will be worth the wait.





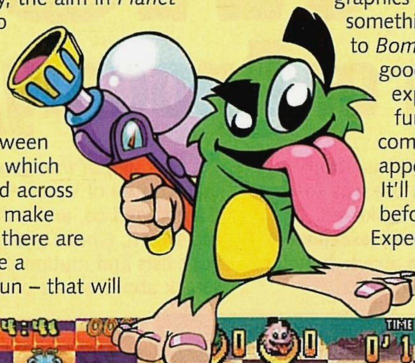
SNK's brand of scrapping is superb.

PLANET MONSTERS

Well, here's an oddball creation from Titus. If you've ever played *Pengo*, you'll have an idea of what the central premise is.

Essentially, the aim in *Planet Monsters* is to be the last monster standing by squashing your foes between sliding blocks which can be pushed across the arena. To make things easier, there are pick-ups – like a bubblegum gun – that will trap the opposition, making them easier to squish.

These shots show that the game's hardly pushing the envelope as far as graphics go, bearing something of a resemblance to *Bomberman*, but the good news is you can expect a fully functional four-player combat mode – quite an appealing proposition. It'll be out Stateside before the year is over. Expect a UK release fairly soon after that.





Cripes! Wouldn't fancy taking on these critters.



Simple, but colourful. That is the way of the puzzler.

Toon Army

Not content with dominating the Cartoon Network, Dexter and the Powerpuff Girls are poised to clean up on GBA too. Coming from BAM! entertainment, both *Dexter's Laboratory* and *Powerpuff Girls* are already looking very promising – displaying none of the horrific, lazily programmed traits that were present in the awful *Powerpuff Girls* on GBC.

Dexter's Laboratory is an isometric adventure-puzzler. Controlling the junior boffin, you have to work your way around his colossal lab, putting right what his meddling sister has messed up, by collecting tools, fixing machines and keeping errant robots at bay. Everything in here from the visuals to the humour is in keeping with the series, and should certainly please its legions of fans.

The *Powerpuff Girls* too, is looking superb on GBA. Far superior to the GBC version – even at this early stage – it resembles a side-scrolling shooter, but with some cunning original features. You control all three girls at once, using the shoulder buttons to bring each girl's individual skills into play in order to dispatch oncoming robot hordes. What we saw looked fantastic and, again, it's obvious great pains have been taken to ensure that fans won't be disappointed.



There are tons of enemies to see off, making this all the more frantic.



You control all three girls and cycle through them with the L and R buttons.



Jumping onto the robots' heads will reveal hidden power-ups or essential tools for tackling the puzzles Dexter encounters.



Each girl has her own unique abilities...



Dexter's Lab is surprisingly large. Mint.

X-Men
Reign of Apocalypse

Another Marvel license from Activision is on the way to GBA. This time looking pleasantly similar to the excellent side-scrolling X-Men arcade brawler released by Konami in 1992.

In Reign of the Apocalypse, you take control of Wolverine, Rogue, Gambit and co, and meander across the screen, *Final Fight*-style, using your fists and mutant powers to smack about waves of villains intent on stopping you from escaping a twisted parallel dimension.

We got to grips with this at the E3 show and, while it was only an early version, it proved to be highly enjoyable. The finished game will boast over 40 characters from the comics, and two different play modes: the main game, plus a 'versus'-style battle mode. All in all then, quite a promising package that'll no doubt work a treat on the small screen with some mates and a handful of link cables. If the end result is as solid as *Spider-Man* (reviewed on page 43), this will be well worth a look.

Expect a full review in next month's Planet Game Boy.





The screen can get pretty chocka with enemies and effects. Nice one.



Storm gets ready to receive a faceful of vicious mutant power...

The levels' backgrounds are fantastic, while the on-screen action is very colourful.





Wario Land 4



Old undead Wazza can fall through the floor. Spook!



You just knew from the off it'd be a real looker. Obvious, innit?



Waah! Enemies no longer hold any fear...



Looks like a comedy drunk, doesn't he?



Frozen Wario could turn out a small nightmare to control, but you never know. We can't wait...

Eheheh! (Cough.) What's yellow, 'portly', unfathomably evil and appearing on Game Boy Advance? It's the sinister figure behind some of the most intelligent and enjoyable platforming ever seen on a handheld. Sure to make up for the mixed bag that was *Mario Advance*, Wazza's back in town.

For the uninitiated, this means subjecting the invincible Wazster to torments such as squashing, being set on fire and electrocution, all so he can access new areas and find goodies. Don't see Lara Croft intentionally getting stung by bees, do you?

This time, Wario's trolling about some lost pyramids in search of ancient goodies, and the scenery is, naturally enough, looking a *lot* better than it has done in all three previous incarnations. Fans of *Yoshi's Island* on SNES may well recognise the visual style here, but they'll be pleasantly surprised at how much more polished the whole experience is. You'll really see the power of GBA come into its own when Wario warps to a different location – everything rotates and flashes in hallucinatory colours. You can also expect more detailed and exquisitely painful animations – the evil-doer's expressions are truly something to behold. A lot of the fun is to be had from encountering an obstacle or problem and then subjecting Wario to heinous injuries in order to get past the difficulty. The GB and GBC games got progressively more involved and gruesome as time went on, so expect that trend to continue now the developers have more power at their disposal.

Wario Land 4 is pencilled in for 16th November. Expect a review nearer the time.



Robocop



Oh, the dark, grim world Murphy stalks.



We never said it was easy, mind.



You can shoot upwards too, you know. Handy.

Whoa there, don't confuse this with the tatty, one-star, top-down GBC *Robocop* we reviewed last issue – Titus' GBA offering will be decidedly different (it's a sideways scroller, for a start) and hopefully a lot better. The Speccy *Robocop* sideways shooter was great fun, but nowhere near as impressively colourful as Game Boy Advance can be.

Of course, Officer Murphy's gun-happy antics would invite attention from police disciplinary boards, but it's enjoyable enough nonetheless, with the emphasis firmly placed on combat – you plough ahead, pumping bullet-shaped justice into miscreants. There'll be plenty of foes to dispatch, too, including super-robot ED-209, and all against pleasingly colourful and detailed backgrounds. *Robocop* on GB Advance is slated to arrive early November – expect a review soon. Until then, remember: serve the public trust. Protect the innocent. Uphold the law. Walk sideways. Shoot baddies.



European Super League



Er, quite a few modes on offer, then. Good job, Virgin, we say!



They look so wee, bless 'em.



That looks easier.

Hooray! The beautiful game has been brought to the beautiful handheld, courtesy of Virgin Interactive. It's the first game of its type on GBA, but we'd be surprised if an onslaught of soccer-shaped fun isn't right around the corner, Brian.

What *European Super League* has going for it is some real-life licenses – which means you'll be able to be the real players of the 16 Euro teams on offer. What's more, you'll have a choice of perspective, too – old-school top-down or the more modern isometric view. It'll be very interesting to see how they've handled footie on the GBA – if SNES efforts are anything to go by, we should be in for a real treat, make no mistake.

The game promises intuitive and easy-to-pick up controls, so you should be passing like a pro within moments. It remains to be seen how it'll handle some of the more complex moves, like placing a through-ball, doing a chip or taking a dive. Intriguing...

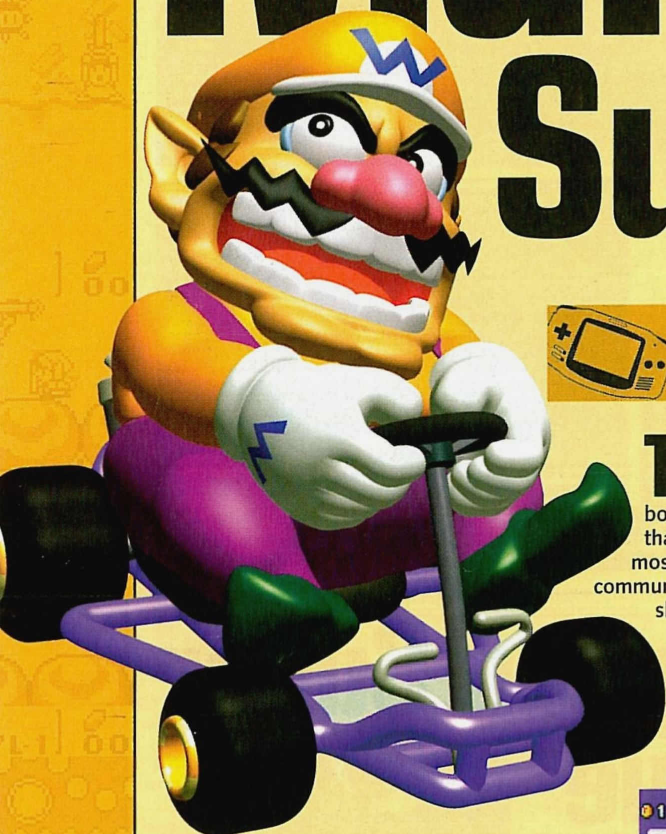


YOUR ULTIMATE BUYING GUIDE

Five Star Scoring

5	4	3	2	1
A simply fantastic game, and an essential purchase.	Well worth a look, this is an excellent title.	Some problems, but almost certainly good fun.	Flawed. Probably not worth bothering with.	Utterly lamentable. Avoid like the plague.

Mario Kart Super Circuit





GBA REVIEW | From: Nintendo **Price:** £35 **Save:** On-cart **Players:** 1-4
Single cart link-up: Yes **Out:** 14th September

This is definitely what we were all waiting for. Of all the titles born on the SNES, the one that captured the hearts of most of the gaming community had to be, beyond a shadow of a doubt, the immensely playable and utterly addictive *Mario Kart*.

Now, almost ten years since the frantic 16-bit, Mode 7 masterpiece graced our screens, Ninty return to what many consider (when compared to the N64 version) the more endearing racer. Featuring a level track surface, sprite-based visuals and simplistic driving mechanics, *Mario Kart: Super Circuit* promises to be the GBA's first 'must have' – a title with so much pulling power, it will propel GBA sales through the roof as people buy the machine *for* the game.

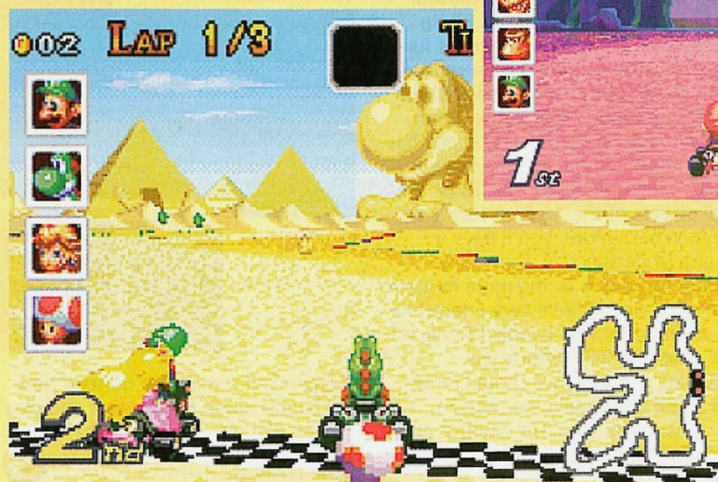
So does *MK* have what it takes to do for the Advance what *Pokémon* did for GBC? It just might, y'know…



Yoshi's handling makes the icy track much easier to cope with.

Oh dear. Missing that jump will lose you plenty of places. Ouch.

Once you reach the third lap, the blazing sky in the desert slowly turns to dusk. Marvellous.



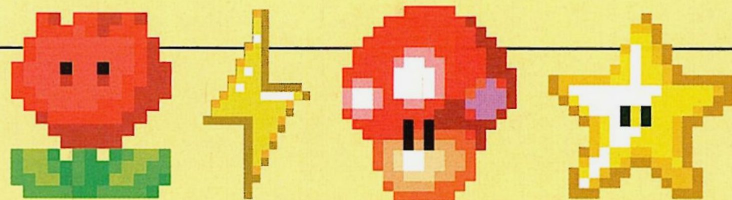
Track surfaces really make a difference this time round.



The sprite-based karts look very similar to their N64 versions.

The backgrounds on each stage are fantastic. Here's a Yoshi-Sphinx hybrid… freaky.





OUT WITH THE NEW, IN WITH THE OLD

Well, maybe not everything new. You see, Mario Kart borrows heavily from its past two incarnations, leaving it looking and playing like a fantastically playable SNES and N64 hybrid...





VISUALS

MK: Super Circuit sits perfectly between both previous versions. Harking back to its earlier days, you race on a level track surface that plays very much like the first, while the design for the karts and characters effectively apes the 64-bit version.





HANDLING

It *feels* much more like the SNES original, except the character's classes are identical to the N64 version and have a wide drift when skidding around corners. Unlike the SNES incarnation, it also feels like it's your kart that's moving, rather than the track rotating around it.





WEAPONS

Exactly the same as always. Red and green shells, bananas, lightning, stars and mushrooms are the order of the day. The triple-shell pick-ups are also back from the N64 racer, and you can lay red shells down as homing mines for those behind you, too.



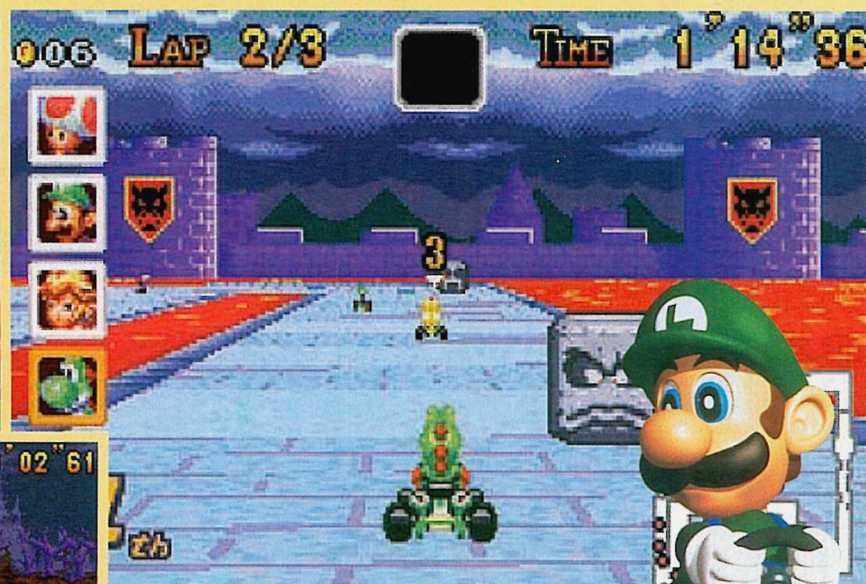


TRACKS

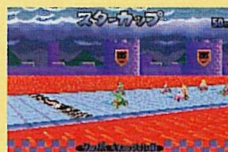
The old SNES-style tracks return. Not too long, unforgiving or frustrating. The difference in surface grip is also just as varied – something that wasn't *really* evident in *MK64*. You can even visit old revamped SNES favourites. Very tasty.



Wario's acceleration is rubbish, but his top speed is great.



The ghost tracks are just as squeaky as they ever were.





Thwomps, lava and sand traps are everywhere in Bowser's tracks.



A well-placed shell should see Mazza take the lead.

TRACK TEASER

With a great variety of new tracks to get your teeth into, and an assortment of all-new hazards, here's a breakdown of what to expect.

MUSHROOM CUP

As always, the Mushroom Cup is a gentle introduction to the basics of Mario Kart. Take the opportunity to practise your powersliding...



1 Nice and easy this. Drive around the gardens of Peach's castle and storm into the lead. There's nothing by way of hazards other than pretty flowers, grass and the trees that line the track.



2 Much like the SNES' Koopa Beach, this sandy course takes you around a little island. Look out for the deep, dark blue waters on either side of the track, as well as the crabs and the ship's cannons.



3 Set in the jungle, this dirt track doesn't offer much grip – so expect to drift wide on the corners. There are plenty of jumps here too, as well as speed boosts and water traps.



4 It's back to one of Bowser's lairs, so expect all kinds of nastiness. The usual culprits are here – bubbling lava, kart-squashing Thwomps and irritating sand traps – all designed to mess you up.

FLOWER CUP

Getting ever so slightly trickier now. These tracks have loads of opportunities to mess up the opposition – play sneaky to win.



1 Another no-nonsense standard racing course, this. All you have to rely on here are the power-ups and your own racing skill. By this point you'll need to have mastered powersliding for those hairpins.



2 Squeaky floorboards and bothersome Boos are the order of the day here. This track is great fun, with plenty of shortcuts, boosts, jumps – plus gaps in the track to die for! One of our favourites.



3 This winding track is actually made of cheese (? – Ed), so look out for the blue mice that wander across it. Other than that, you'll be fighting against poor grip and double hairpins.



4 Right-angled turns, forks in the road and more lava pits – it's another of Bowser's circuits alright. There's plenty going on here: pits, jumps and boosts plus gaps to ram the opposition through. Nasty.



THUNDER CUP

This new trophy offers up some great new tracks that pose quite a challenge on 150cc. Stay sharp, folks.



1 This can be a bit of a nightmare on the higher classes. With puddles on the track to spin you out and rain lashing in your face, this chicane-packed circuit will test you to the limits.



2 Mmm, dreamy. There's something of a 'beanstalk' thing going on here. High in the clouds, all you have to worry about is falling off the edge – and knocking the others to a similar fate. Sweet.



3 Another sandy, island track, this time with a gorgeous sunset. Look out for giant leaping fish, wooden bridges, deep waters and scuttling crabs that hinder your progress.



4 Poor grip, Shy Guys that latch onto your face if you drive through their teepee and speed-sapping mud traps are the least of your worries on this dusty desert circuit.

STAR CUP

You'll need all your racing skills to get through these on the highest speed class – remember to save those red shells for the jumps...



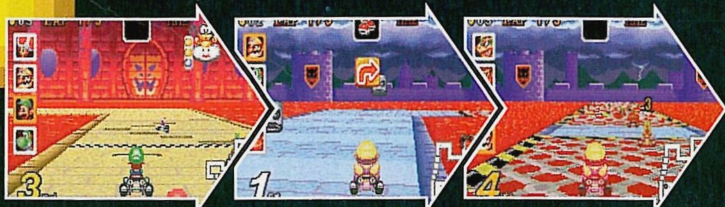
1 This icy little number will have you sliding all over the shop. Coins are scarce, so if you get bumped around too much, you could find yourself spinning off every time you get hit – hardly a winning formula.



2 Another one of our favourites tracks, this – probably because it's got a nasty streak. Expect loads of coins to top up your quota and plenty of boosts to keep you well ahead of the pack.



3 Yoshi's desert track is another stunner. Surrounding a beautiful oasis, it'll have you skidding like there's no tomorrow while being thrown around by the sandy jumps that litter the course.



4 One of the longer tracks in the game, Bowser's castle is rife with coin sapping hazards. Avoid the Thwomps and lava pits while saving your red shells for a particularly cruel bottleneck.





Second place will never do – we've still got plenty to unlock.



As usual, the speed start can be found between the second and third lights.

Green shells are just as annoying as before...



Look at them all lined up. If only you could start with a Star Power...

MAKE THE GRADE

Unlike before, you can't expect to unlock everything just by earning top honours on every cup and class. Yes, that is part of it, but you also have to pass the grading system at the end of each cup. Your racing skills are marked from A to E, with A being your ultimate goal, naturally. This is achieved by honing your racing techniques – like powersliding – and collecting as many coins as you possibly can – which means avoiding falling off tracks, bumping into obstacles and other racers. The better you race and the more coins you collect, the fruitier your reward.



Coins are needed to reach the higher grades and unlock courses.



You'll also need to master the powerslide. A perfect slide will earn you a speed boost.



You'll also have to achieve first place on all the tracks – but you'll need to do it in style, mind.

Call us hypocrites if you like. Under normal circumstances we wouldn't be shy when it comes to giving a game a beating for a lack of originality – but in this instance, we find ourselves breathing a sigh of relief at the fact that *Mario Kart: Super Circuit isn't* substantially different from its predecessors. That's right, it's *Mario Kart* action through and through, but what's even better is the fact that it's a perfect marriage between both the 16-bit and 64-bit versions – and in our opinion, you really can't get any better than that.

Presentation-wise, *MK* will knock your socks off. From the beautiful artwork on the title screen, to the bouncy front-end selection menu, you know you're in for a real treat – and this high level of quality is consistent throughout. The well-drawn sprites, for example, simply *ooze* character, with each little bundle of pixels whooping and jeering their way around every corner and track hazard in sight, lending this particular kart-racer more charm than you ever thought possible. Moreover, the track design is simply awesome. The glorious colours of the backdrops and the variety of eye-popping textures on each new course is astounding too, making each and every track a genuinely pleasant experience.

Graphical splendour aside, *MK* also excels in every other area. The solidity of the track layout, for one, is superb. Unlike the N64 version, no track is unnecessarily lengthy and they are very well balanced indeed –



The hop lives on in MK:SC, enabling you to find new ways to cheat.





Fans of original MK just won't get enough of it. Pure class.

Ah yes, the mushroom. Not much fun, but essential for taking shortcuts.



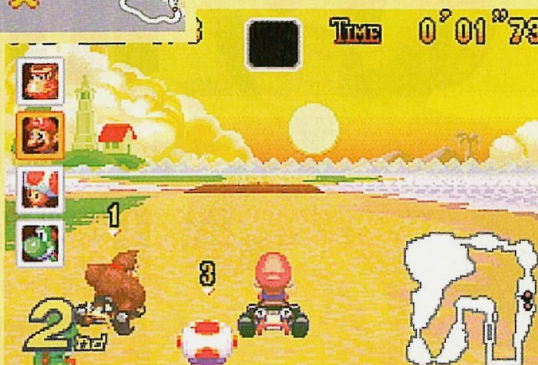

Bursting through the pick-up blocks, Mazza's on course to win.

As usual, the further up the pack you are the worse the pick-ups get. Here, a super-fast Luigi gets lumbered with a banana.

Hmm, just check out that sunset. Mario Kart's visuals are stunning throughout. Lovely.



Once again, Luigi claims the Gold for his efforts.

Lakitu's on hand with the lap info, as ever.

Triple red shells to the exhaust will see 'em off.

doing away with frustratingly difficult sections and copious track hazards in favour of the demanding, grass-roots racing of the original. This, combined with the instinctiveness of the controls makes the whole package seem totally watertight – ensuring

MASTERY ***Graphical splendour aside, Mario Kart also excels in every other area.***

that time trialists out there will be confident that shaving milliseconds of their best time is *always* a possibility.

While *MK* is a return to the tried and tested formula, there are certain aspects unique to the GBA version. Firstly, there's the addition of a new cup. Mushroom, Flower and Star Cup are still there, but now there's the all-new Thunder Cup, complete with track-condition-altering weather effects. Obtaining Gold on all cups and classes will open a fifth, Special Cup, which poses an even steeper challenge for the experts among you.

The A.I. has also been significantly improved. While your rivals are something of a pushover in the earlier stages, they are refreshingly challenging in the later cups and speed classes. More importantly though, Nintendo have decided to do away with the cheating scumbags that were so frustrating in *MK64*, and more recently in *F-Zero Advance*, which means that when you find yourself fifth over the finish line, you'll only have your own dismal racing skills to blame.

As a single-player racer, you're looking at arguably the finest karting game in existence. There's loads in here to uncover, with 20 new tracks to race round, *as well* as all of the original SNES tracks – which you can unlock by collecting coins and ranking highly in GP mode. But as you'd expect, it's in the multiplayer that it really comes into its own. *MK* was always at its best when you were up against three of your mates, cursing your way to the head of the pack. Needless to say, you won't be disappointed this time either – and the fact you can play it *anywhere* makes it all the more appealing. Everything here is instantly familiar. There's the normal GP and a Versus Mode that allows up to four players to go head to head, as well as the usual Battle Mode which has each player hurtling around an arena, throwing shells left, right and centre, and it's just as frantic and addictive as it ever was.

So *Mario Kart: Super Circuit* takes the best of both its predecessors: the solidity of the SNES single-player and the all-consuming, air-punching riot that was the N64 multiplayer. For most of us, this was the one we were itching for, and it was certainly worth the wait. If there's one game you *have* to buy for your GBA, this is it.



RETRO MULTIPLAY

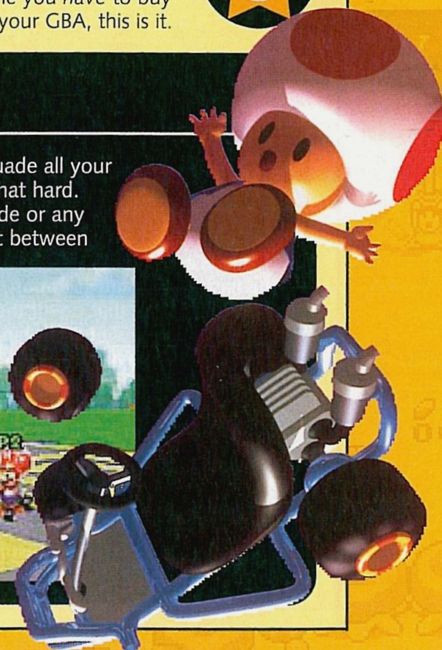


The more agile characters are the best here. Use the beefy Bowser at your peril.

In order to get the most out of the multiplayer options, you'll need to persuade all your GBA-owning mates to pick up a copy of the game – not that it should be that hard. Without a copy for each machine, you won't be able to play GP, Battle Mode or any of the new tracks. If, for some reason, you can't muster more than one cart between you, you will still be able to play via the handy single-cart link-up, though. This allows up to four players access to one character – Yoshi – and you'll be able to play through all four tracks from the original SNES Mushroom Cup. Ta very much!



The Battle Mode's arenas are nicely compact, making for some suitably frantic balloon-bursting action. It's far superior to the N64 version, as you can't see what your rivals have stashed away.



HOW TO...

Get your hands on Mario Kart



Depressingly, *Mario Kart Advance* is currently 'TBA' on the UK release schedules. But with the game already sitting on shop shelves over in Japan, why wait any longer?

If you've got a UK Game Boy Advance, it'll happily play a Japanese copy of *Mario Kart* – and there are a host of nice 'n' easy ways you can bag yourself a copy right now. So, pay attention – here-a we go!

ONLINE SHOPPING

You will need access to the internet, a credit card.
***Mario Kart* will arrive** in around five days.

Got access to a PC or Mac, or one of those fancy internet TV things? Your copy of *Mario Kart Advance* is just a mouseclick away. The websites of the biggest US gaming chains – such as www.ebgames.com – usually accept international orders, so you can pre-order your American copy of *MK Advance* (or *Mario Kart: Super Circuit* as it's called over there) and receive it within a few days of the 27th August US launch date – although be prepared to pay more to ensure it arrives quickly. Ask your mum, dad or mate if they'll lend you their credit card and you're laughing.



Naturally, all the prices on US sites are in American dollars – try going to a currency convertor like www.xe.com to find out how much you're paying in real money.



IMPORT SHOPS

You will need a telephone.
***Mario Kart* will arrive** in 24 hours.

The easiest and safest option. There are scores of shops in the UK that do all the hard work of shipping games over from Japan and the US – and by simply giving them a call, you'll have a copy of *Mario Kart Advance* the next day. We favour Glasgow's CA Games (0141 334 3901), who bag most of the big games on the day of release, but you can flip to the end of our Directory section where other import shops often advertise if you fancy shopping around.

Keep in mind, though, that it costs money to fetch the hottest titles over from the East – as a result, an imported Japanese copy of *MK* will cost more than a UK copy.



Quality karting is just 24 hours away. Yessss!



PRICE CHART

The cheapest imported *Mario Kart* carts.

- £40-45 **Cybernet** 020 8789 7196
- £48-50 **CA Games** 0141 334 3901
- £50-55 **Another World** 01782 279 294
- £55-56 **Computer Exchange** 020 7636 2666

(All prices are approximate)





Advance NOW!

ONLINE AUCTIONS

You will need access to the 'net. **Mario Kart will arrive** a few days after the action ends.

By visiting an online auction site, you can find a host of Japanese folk selling on copies of games that they've simply nipped down the shops and bought. Bidding couldn't be easier – state your maximum limit and cross your fingers that no-one's got a higher offer. At the time of writing, several copies of *MK* were available for around £30 – and one was on offer for just £10.50!

Take care, mind – as with much of the 'net, there are unscrupulous types out there who'll take your cash and run. Stick to established auction sites like eBay (www.ebay.co.uk) or Yahoo! Auctions (uk.auctions.yahoo.com/uk/) and check the credentials of the seller before you bid.





WIN A COPY OF MARIO KART ADVANCE!



Strapped for cash? Too lazy to pick up the phone and order a copy of *Mario Kart Advance*? Then this is the compo for you. We've got three copies of *MK* on GBA to give away, and winning one couldn't be easier.

HOW TO ENTER

Six screenshots of *Mario Kart Advance*. Six track names from *Mario Kart Advance*. Get the idea? Simply draw a line to match each track shot to the correct name, fill in your name and address, complete the tie-breaker in no more than 15 words, and send the whole form off to:

Unbreak My Kart,
N64 Magazine,
30 Monmouth St, Bath, BA1 2BW.

Closing date for entries is Monday 1st October. Get to it!

My name is ....

I live at ....

And I deserve a copy of *Mario Kart Advance* because... (15 words max).

....

....

....

....

I recognise those tracks! And I can prove it, too...







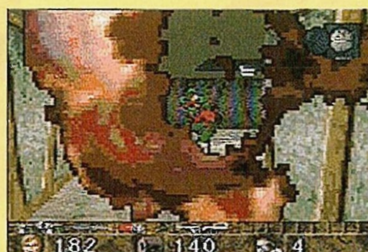




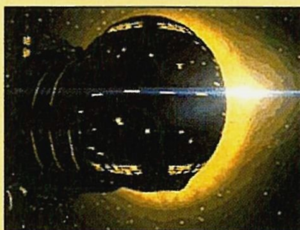


DRAW YOUR LINES HERE!

Yoshi Desert • Ribbon Road • Snow Land • Sunset Plains • Cheese Land • He-Ho Beach



Time will tell whether Doom GBA manages to top Backtrack in gameplay terms.



A shot from the rather special intro. It's short, but a beauty.

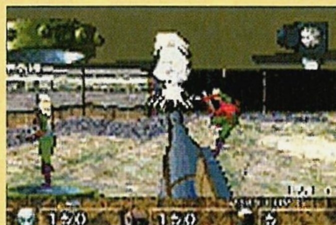


The chaingun is the canine's clangers.

Best not to stray too near to this, the oversized popcorn kernel of doom.



First-person shooting on your GBA? You'd better believe it, boy.





These flying robots have a nasty habit of tearing chunks off your health meter. Best break them into itty-bitty pieces.

Yikes! That's one ugly beggar. Time to bring those all-important circle-strafing skills into use once again.

What's behind that door, d'you reckon? Open it and find out...



Backtrack

GBA REVIEW | **From:** Telegames **Price:** £35 **Save:** On-cart **Players:** 1-4 **Single cart link-up:** No **Out:** Sept

RESCUE ME

There aren't any sub-quests as such in *Backtrack*, but there is one diversion from blasting baddies to bits – rescuing your human friends. They've been "assimilated into Domingoaniax's cyborg army of terror", according to the manual, but saving them is a simple case of wandering up to their cryogenically-frozen bodies and pressing A. If you don't save them all bad things happen. So, better keep half an eye out.



There's real speech from your GBA when this fella talks.

A year ago, Nintendo claimed that Game Boy Advance had been expressly designed for "the ultimate 2D visuals". You could almost hear the collective cracking of coders' knuckles as they took up the challenge of forcing 3D graphics – and, specifically, *Doom*-style first-person corridors – from the comparatively humble handheld.

Telegames' *Backtrack* is first to the shelves with a proper 3D world packed onto its cart, and very nice it is, too. It's no *GoldenEye* – but it's easily the fastest and best-looking of the three GB Advance first-person blasters revealed so far, and manages to bring shooting, exploring, puzzling and the odd hair-tingling scare together in *just* the right measure for maximum fun.

Unlike Crawfish's upcoming *Eks vs Sever*, which is set in a real world of gun-toting gangstas, *Backtrack* sensibly takes *Doom* as its main influence. So you're handed a collection of outlandish space-age weapons, dumped inside a dank space station (laid out to resemble Hampton Court Maze by some cretinous space architect), and awarded a license to kill the cyborgs, flying droids and – get this – walking skeletons who've taken your human buddies hostage.

The maps are all straight corridors and 90° angles, and the draw distance isn't great, with the walls

FIRING RANGE

Four of Backtrack's weapons of mass destruction.

LASER GUN
Supposedly the gun of choice for all technology-savvy aliens – but acts and sounds like a futuristic pea-shooter.



CHAINGUN
This whirling wheel of death will stop most aliens in their tracks, but it doesn't half gobble up ammo.

AEROSOL CAN
We've never seen a can of Lynx like this spray, which pumps great balls of fire towards unlucky enemies.



BUBBLE GUN
Bubblegum acts as ammunition for this shooter – which makes its two-hit-kill capability all the more bewildering.



△ The Lynx Effect they don't talk about in the ads.

◁ The laser gun. Avoid like a smelly old man.



Please ▷ welcome our very special guest star – T1000! Now shoot his knees.



Backtrack's visuals really move, which helps make every link-up ▽ game a real pleasure.



▽ You can't help but love how Backtrack's enemies burst into flames when you fill them full of lead. Super-satisfying!

△ Put that chainsaw away – it's useless. Bring out the bubbles instead.

FRIENDS AS FOES

Two types of multiplayer link-up game? Yes, please…

DEATH MATCH
Your common-or-garden, first-to-twenty-points killing spree, based in one of six maps. There are no weapons to pick up – to use a different gun, you need to find a 'POD Station' and swap to another of the six characters on offer. Top stuff.

MATRIX ASSAULT
Interesting, interesting. To win here, you have to rack up four kills with each of the six different characters – that's a hefty 24 murders in total. It's a commendable attempt at introducing tactics to *Backtrack*, but the deathmatch is better.



△ Lit him up, you say? Odd.



Ah, we ▷ love that chaingun.



◁ Change your form using this.

They're gonna eat ▽ aerosol.

disappearing off into inky blackness only a few metres ahead. But that helps keep the game moving at quite a pace, even when five of those space skeletons are milling about on-screen, firing off their space rifles.

That's not to say *Backtrack* is easy. Even before you've taken the elevator to Level Two, the eagle eyes and sharp-shooting skills of your enemies make rounding every corner a nerve-jangling experience. That's

MASTERY *To see the GB Advance pushing real 3D levels around at such a pace is astonishing.*

Once you've got your fingers around strafing with the L and R buttons, that constant speed makes gunfighting a pleasure, enabling you to employ all the usual side-stepping and circle-strafing tactics without a jerky frame-rate messing you about.

the beauty of *Backtrack*: despite its woeful line-up of sub-Doctor Who aliens, it manages to evoke just a little of the tangible sense of dread that made *Doom* so famous, by the simple process of trapping you in a claustrophobic environment with enemies who have a habit of springing from nowhere. It won't have you leaping off the chair like id's classic – but it's a refreshingly emotive GBA experience.

Having said that, the rather weedy assortment of rifles, chainguns and spray cans at your disposal doesn't make seeing off your enemies in *Backtrack* all *that* much fun – and the depressingly angular levels don't take long to grate. So, after a bit, you'll turn your attention to the multiplayer – which adds hours' worth of top-notch play to the *Backtrack* package. It's a fairly odd deathmatch – the only way to change your weapon is to actually switch characters at a specific point on the map – but by virtue of its sheer speed and simple-but-effective maps, it's a cracker. Plus there's the option to play on your own against three GBA-controlled bots – a remarkably advanced feature for the new handheld.

To see the Game Boy Advance pushing real 3D levels around at such a pace, just a few months after its launch, is nothing short of astonishing – especially as this cocks a leg over what we've seen of the rest of the first-person pack. Activision's imminent *Doom GBA* is likely to be another matter – but, for now, *Backtrack* is the master blaster.





The lighter attacks are essential if you want to link special moves for combos.





Some all-new artwork makes this a visual treat in the palm of your hand...

Nice background. Those black clouds suggest the weather might turn nasty in a while, though.



Blanka can be a nightmare on the harder settings...

Cammy and Fei-long first appeared in the original.



Super Street Fighter II X Revival

IMPORT



Nice pants 'Gief! The lumbering Russian is no match for Ryu.



GBA REVIEW | From: Capcom **Price:** ¥4,800 (approx £28) **Save:** On-cart **Players:** 1/2
Single cart link-up: No **Out:** Now (Japan); October (US); (November) UK

As the years go by, Capcom just seem to add one daft word to the title after another – quite what the 'X' is for is anyone's guess – but as inevitable as another *Street Fighter* rehash was, it's difficult not to welcome the franchise to GBA.

For the uninitiated, *SF* pits one combatant against another, each with their own differences in strength and agility. And it's up to you to pull off regular attacks and special moves – or combos of both – to smash your opponent's face to a bloody pulp.

Okay, so nothing's changed on that front, but then who cares? To have a fighting game of this quality in the palm of your hand is incredible. While Crawfish did an amiable job of *Street Fighter Alpha* on GBC, the hardware limitations made the experience a little weak. Not so with *Revival*. This is, dare we say it, even better than it was on SNES.

First thing you'll notice is the stunning artwork that appears throughout the game. Capcom rarely change their artwork *ever* – much to the annoyance of die-hard fans – so to see brand-new renditions of your old favourites is a rare treat indeed. Furthermore, there are a number of new modes to test your skills. Earning points by working through the characters unlocks the Survival mode, where you have one energy bar with which to dispatch as many opponents as possible, and a Time Attack option, where you must defeat set patterns of characters as fast as you can. There's also a Training mode for you to practice supers and combos, as well as the all-important Versus mode.

As far as game itself is concerned, it's just as you'd expect from a developer that's been creating fighting games for the best part of 15 years. This is absolutely rock solid. The balance of fighters' powers is *almost* perfect, with no combatant having an unfair advantage over any other. Every fighter bar Ryu and Ken is significantly different, warranting a tactic change for each bout, while the difficulty can be pitched to suit either a novice or a hardened *SF* veteran.

Unfortunately, we do have a couple of 'issues'. The biggest problem is the GBA itself. Its buttons don't really lend themselves especially well to fighters – and aching knuckles are inevitable with this one. The control system is also a little strange, with medium punches and kicks requiring you to hold the 'light attack' button for a little longer, which makes timing your fave multi-hitting assaults a bit of a nightmare, though this *can* be altered to suit the player. The last niggle really comes from the fact that the conversion is *so* faithful to the original. The *SF* franchise has been refined countless times, and so this older version does seem ever so slightly backward. In light of the super-slick *Street Fighter Alpha 3*, also due out on GBA, this isn't *quite* the pinnacle of 2D fighters.

Still, if you couldn't care less about the very finest points of 2D fighting, *Revival* offers an accomplished and enjoyable scrapping experience not to be missed by newcomers and fans alike.

4

GREAT, SMASHING SUPER

Score enough successful hits and execute enough special moves and your 'Super Meter' at the foot of the screen will charge up. When it's full you'll have the chance to unleash a special move that holds masses of power. If you can time it right so your opponent's life is almost depleted when you execute a super, the screen will erupt into a kaleidoscope of explosive colour, rubbing your foe's face in your glory. Execute enough supers and accumulate enough points and you'll earn the right to challenge a mystery character from the *Alpha* series. Lovely.





Chun-Li gets a pile of Shinku-Hadoken power right in the face. Lovely!





Spider-Man Mysterio's Menace



GBA REVIEW | From: Activision **Price:** £35
Save: Password **Players:** 1 **Out:** October



With a handy health-boost pick-up, Spidey turns blue on us.

The levels are all nicely designed and add to the comic-book feel.

So, Spidey's first outing on GBA, then. It had to happen sooner or later, and – only a few months after the handheld's launch – Activision have delivered just what we were hoping for: a top-class comic-book romp that'll satisfy even the most fanatical fans of Marvel's arachnid adventurer.

It's business as usual for ol' Spidey. Once again, the criminal underworld are running amok throughout the city. Three separate incidents at a smelting plant, downtown and at the docks force our hero to put his plans to go shopping for fishbowls on hold (this, by the way, isn't a joke) and investigate the trouble. Soon after introducing the story though a variety of superbly drawn stills, the game presents you with a choice of three destinations to visit – and so begins your adventure.

The only real downside to the game as a whole is the fact that it's *very* similar to its Game Boy Color siblings. It's the usual case of a standard 2D platforming affair, with each well-designed location requiring you to swing, leap and punch your way to the end of each level for the inevitable showdown with one of the crimelord's henchmen. But then, when a game is this slick and solid, it's very difficult to feel too disgruntled.

Every level has been well thought out and makes the best use of the abilities Spidey has to offer. As in previous versions, you can scale walls, swing from roofs and unleash your payload of punch-punch-kick combos into mobsters' faces. You can also blast them with your handy wrist-mounted web-slinger, either damaging or restraining them via the GBA's shoulder buttons. Now while this is hardly the most impressive repertoire a super-hero could have, it does allow you some variation in how you play. You can either charge in with blurring fists or stealth your way along the underside of ceilings and restrain enemies with a well placed web shot, before pummelling them into an early grave.

There are also a number of levels which require certain objectives to be completed – like rescuing hostages – as well as a multitude of secret areas which make you explore each stage as much as possible. The final jewel in *Spider-Man*'s crown, however, has to be the superb animation of the enemies and Peter Parker himself. The developers have really made the effort to make Spidey's stances look and feel authentic as he creeps over walls and squats upside-down on warehouse ceilings.

Quite simply, this is one of the best GBA titles available, only let down by its lack of originality. That said, this is still a superb lesson to developers – demonstrating that a decent license need not be squandered on a lazily programmed software stinker. Marvel-ous.



There are loads of little stills like this between each level. Lovely.



ARACHNID ACROBATICS

The range of moves that Spidey has at his disposal is fantastic – and really makes a difference to the way you approach levels.



STEALTH
If you want to stay unnoticed, this is the way to go about it. You can scale walls and sit on or suspend yourself from ceilings.



SWING
If you want to get from building to building at high speeds then just tap jump when you're in the air and Spidey will swing to safety.



SMACK
Does exactly what it says on the tin. Pump the buttons and watch mobsters eat fist. You can even punch while hanging from above.



SNARE
If some foes prove too tricky, shoot some web-goo at them and they'll be immobilised, letting you stroll up to them at your leisure.

Atlantis



GBA REVIEW | From: THQ **Price:** £35
Save: Password **Players:** 1 **Out:** October

Grab yourself a 'hot' Disney license, a bunch of code monkeys with the collective imagination of a parsnip and see what you can come up with. That was surely the thinking behind this absolutely *dire* platformer.

Get this: taking control of the main character from the film you can run, (WOW!) jump, (BLIMEY!) climb ladders (KER-RAZY!) and even crawl (NO LIES!) around levels consisting of puzzles that only the very spongiest-brained cretin couldn't solve. But the best bit has to be where you use all of the above skills to – get this! – traverse multi-levelled platforms.

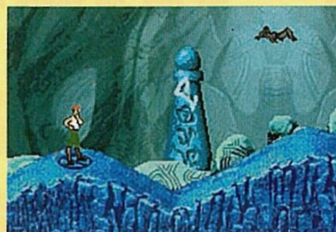
Yawn.

This is a textbook example of how to squander the power of Nintendo's newly released wonder-console by giving the game C-grade GBC character animation so vile you'll be clogging up your GBA speaker with yesterday's lunch.

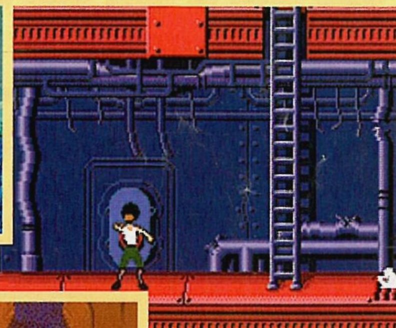
To be perfectly honest, the words 'Disney license' are fast becoming dirty words around here, and after five minutes with this filthy piece of software you'll see why. It does nothing to convey any of the majesty of the forthcoming flick. Neither does it ape Disney's visual flair. In fact, it doesn't do *anything* but bring on a feeling of déjà-vu as you trawl through *another* chore of a platformer.

If the developers couldn't be bothered, then why should *we*?





Levels don't reward you enough for your efforts.



Bland, isn't it? And there's more tedious platforming to come...

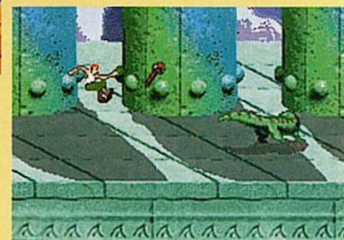


It's difficult to imagine that this is for GBA.

Ooh! A lizard. Now we're really 'excited'. Oh, wait, no we're not.



The first level is hardly an incentive for you to keep playing.



MX2002 Featuring Ricky Carmichael



GBA REVIEW | From: THQ **Price:** £35 **Save:** Password **Players:** 1-4 **Single cart link-up:** No **Out:** October

Ricky who? Well, quite. Hardly a name that has us dribbling with excitement. But then none of us here are really motocross enthusiasts and, after playing this, we don't want to be.

After getting *MX2002* into the office we passed it around and the reaction across the team was the same. First you'll squint at the screen as your eyes and brain try to decipher what's going on. Once you've figured out that the tracks are polygon-based, you go through the "OH... MY... GIDDY... AUNT..." stage as, to your horror, the scenery stutters past your choppy-as-hell sprite-based bike with all of its three frames of animation.

Stage three of the experience isn't so bad. Once you've got what's going on, you almost feel obliged to praise its bravery in trying something new – and for a short while you *can* begin to enjoy it. That is, until you realise how utterly shallow the entire experience is. There's no depth to the racing at all. You just hold down the A button and jitter yourself around the track, trying not to be dismounted by the merciless competing riders.

All in all then, it's a pretty tiresome affair that always feels like a prototype for a title that could be so much better with a little extra work. We were going to give it one star, but because it does *try* so hard we'll give it a two, but a word of warning: if you feel the urge to shell out 35 notes for it, just lie down for a while until you recover.



Make sure you get ahead quickly, because passing the opposition is very tricky without falling off.





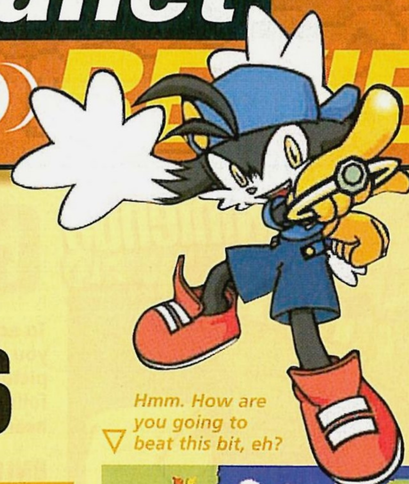
This bit plays rather like the bonus 3D version of the original Excitebike in EB64.



Fair play for trying to be innovative, but sadly, no cigar.

It looks fine now, but it moves like a drunken leper. Nasty.





Klonoa Empire of Dreams

IMPORT

Hmm. How are you going to beat this bit, eh?



GBA REVIEW | From: Namco **Price:** ¥4,800 (approx £28) **Save:** On-cart **Players:** 1 **Out:** Now (Japan, US), TBA (UK)

Yawn. Looks like some big evil bloke has been stealing dreams from people again… So, it's down to our plucky hero to travel a number of worlds populated by jumpable blocks and hovering enemies in order to rescue the, er, dreams from a series of big bosses.

Yup, it's platform time again, though *Klonoa* has a little more problem-solving added into the mix. It's less about avoiding horrible death and more to do with grabbing a foe and using him – *Kirby*-style – as a tool to reach a new area. At first it's a simple matter of nabbing a baddie who is right by a block you can't usually jump, then double-jumping with him to get the necessary altitude.

Of course, things get rather more complicated fairly soon, which means you'll have to bring an enemy across a level to be able to jump and find the final item required to open the end-of-level door, for instance. It's certainly different from most other platformers on the market, but novelty isn't always a guarantee of success. Personally, we'd rather 'plump' (chortle) for the upcoming continuation of the *Wario Land* series, where you get even more intelligent puzzle-solving, with the added attraction of some genuinely hilarious moments of agony.

So, *Klonoa: Empire of Dreams* is by no means a shameful effort, but hard to recommend in the face of some decidedly stiff competition. It's interesting, moderately adorable and occasionally challenging – all good qualities – but *Klonoa* is essentially just another so-so platformer. Which is fine by us, as it probably won't receive a UK release…









Ah, very nice. The visual style of Klonoa is a bit of a treat. Just look at it!

Gnarly, dude! (Cough.) There's the odd set-piece that's fun.

Denki Blocks



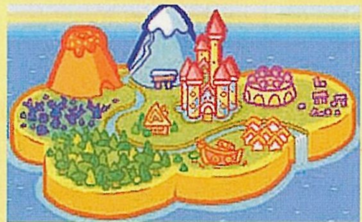
Looks easy, but just try and form that shape on the right. Go on, try.



GBA REVIEW | From: Rage **Price:** £35 **Save:** On-cart **Players:** 1-4 **Single cart link-up:** No **Out:** September



This chap would make a great store Santa on the side.



This degree of cuteness is liable to induce nausea. Just look at the colours – you need bleedin' shades.



Er, right. Answers on a postcard. Remember, say what you see.

Before you all sigh "Oh, not another block-based puzzler" and proceed to flick to the next page, let us first say that *Denki Blocks* may be as formulaic a game as you're ever likely to see, but it's also a rare treat…

In the very best tradition of puzzling, the premise is outstandingly simple: move the brightly coloured blocks so they fit together. This is, however, complicated by white blocks that get in the way and stop some bricks moving – but that's how you can manipulate the blocks into the correct configuration. Okay, so in word terms it doesn't sound great, but in practice it's a beaut. At first, you'd be forgiven for finding the game stupendously easy, as there's no time constraint, but it's still possible to stuff it up. However, some modes require you to form the blocks into a specified shape, so there's only one right way to go about it – very challenging, even at the early levels.

So, the puzzling is pleasantly versatile – you can whizz on through things, or make your brain sweat by trying to do it the right way.

One of the most pleasing features is a multiplayer mode where you take it in turns to set a puzzle for your chum to ponder over. You can also pass the GBA around, so there's no need for an armload of Advances.

It's a very well thought-out game that harks back to the very qualities that make puzzle games so darn compelling – it's stupefyingly simple to grasp, but the difficulty curve is so masterfully crafted that it'll last you a very long time indeed. Great stuff.



We want your tips! Send them to 'GB Tips' at the usual address. The best one wins an Action Replay Online cart from Datel (01785 810826, www.codejunkies.co.uk). This month, it's **Martin Finch** from **Stockport**! Good work!





ASK OAK!

"Hello again. Your requests for *Pokémon* pointers keep coming in, and – as ever – I'm more than happy to offer my advice. This month, a tough battle awaits..."

Dan Harris, Dundee: I've been trying to beat Ash Ketchum in *Pokémon Silver* for ages now, but no matter what I do, he wipes me out every time – my monsters just don't seem strong enough.

Prof Oak: Yup. Getting the bragging rights from Ketchum is much easier said than done. Unfortunately, just having stronger Pokémon and the relevant type matches are not enough for the gruelling final battle, so pay attention.

First up, know your enemy. Have a look at his line up and plan accordingly. Ash uses the following: Pikachu (81); Venusaur (77); Blastoise (77); Espeon (73); Charizard (77); Snorlax (75). Make absolutely certain your Pokémon are at at least level 60 or above. If you have a complete team of monsters at level 70 then you're in a much better position, so spend some time fighting trainers and high-level Pokémon in order to keep their stats high. I recommend using one very high-level fighting Pokémon to counter Ash's powerful Snorlax. If you haven't already, equip it with TM04 (Rollout) so that, once it gets going, you'll be dishing out masses of damage.

Next, make sure you have Pokémon that take advantage of Ash's weaknesses. These should be two Fighting types, a Psychic – Mewtwo is best – a Fire type, an Electric type and a Water type. Then equip them with a good range of attacks so you can damage his team in any situation.

Other than that, Dan, it's down to packing plenty of Potions and crossing your fingers. Just remember to save just before the battle and keep trying!

Poképroblem? Ask the Prof!
Write to: Ask Oak, N64 Magazine, 30 Monmouth Street, Bath, BA1 2BW.

GT Advance

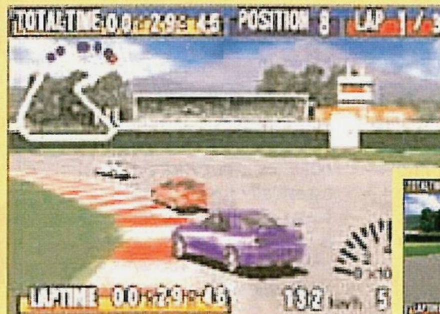
To access these cheats, wait until you reach the Start screen with the picture of the car, then enter the following button combos 'til you hear a chime.

UNLOCK 'EXTRA 1' MODE
Hold R + L, then press Right + B.

UNLOCK 'EXTRA 2' MODE
Hold R + L, then press Left + B.

UNLOCK ALL TRACKS
Hold R + L, then press Up-Right + B.

UNLOCK ALL CARS
Hold R + L, then press Up-Left + B.



UNLOCK ALL TUNE UPS
Hold R + L, then press Down-Right + B.

VIEW CREDITS
Hold R + L, then press Up + B to gain access to the game's closing credits.

Iridion

Finding this intense shooter a little too tricky? These tips from **Martin Finch** in **Stockport** should help you out. Ta very much!

LEVEL CODES

Level	Password
2	N1PBBDG8V
3	XG#BVMVFW
4	85DCVLQVC
5	GNWCVBGMD
6	SP2CBBV8J

UNLIMITED LIVES AND FULL WEAPON POWER
Simply enter 1NV1S4BL3 as a password. You'll now have unlimited ships and your guns will be maxed out. Mint.



Powerpuff Girls

Shame on you for even thinking about buying these in the first place. Still, for those Powerpuff addicts out there who just can't get enough, here are some cheats – just enter them on the Secret Option screen.

BATTLE HIM
For unlimited lives enter UNDEAD as a code.

PAINT THE TOWNSVILLE GREEN
Enter BILLHUDSON to unlock all cheats.

BAD MOJO JOJO
For unlimited lives, tap in DOGMODE.



GB Action Replay codes

SPIDER-MAN 2

Having trouble, spider-fans? Give these a try, then.

Infinite health
917819c1
91788ac9

Infinite lives
910689c9
9106ffc9

Invincible Spider-Man
911117c1



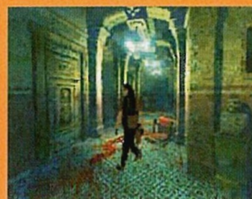
COMMANDER KEEN GBC

Infinite lives
910A34C9

Infinite continues
910A3DC9

Infinite keys
91FF95C9

All crystals
91FF3BC9
91FF3AC9



ALONE IN THE DARK

Be afraid no longer...

Infinite health
914A14DA

Infinite pistol ammo
91BDDCCC

POKEMON PUZZLE CHALLENGE

Stop timer
91006bc8

Max score
913f42c8
914243c8
910f44c8



Game Boy Gallery





WINNER!

You see! You see what happens when you overdose on 3D platforming adventures?! Banjo's Jiggy addiction gets the better of him, and John Mattle from Leicester sends us the evidence. Er, nice.

The best mutie album in the world EVER... Part 33.

Right then you 'orrible bunch of monkeys – it's that time of the month again. Once more we delve into the fruits of your twisted psyche and present to you, the hideously deranged public, more evidence that you should all go get yourselves committed.



Personally, we blame that whining old crone, Missy Elliot. Anyone who hangs out in a rusty Fiesta with a posse of rude-boys dressed top-to-toe in combats and gold jewellery in her video has a lot to answer for in our book. But what really gets our goat is the po-faced witch's banter about getting "your freak on" – as if you guys needed any more encouragement to create some mutated mayhem...



Still, if it wasn't for the mentally divergent influence of the goggle box, no doubt we'd be struggling for quality photography every month... so, er... we'll shut up then.

Wicks 'n' bad, homies – chekkit. (*What?* – Ed)

Send us your freaks

In association with

JOYTECH

Get creative! Point your Game Boy Camera at something interesting, print it out and pop it in the post. We'll print as many of them as we can fit on the page, and our monthly favourite wins an Action Pack courtesy of those kind folks at Joytech (01753 496 700 or www.joytech.net), containing a mains adaptor, rechargeable battery, light magnifier, carry-case and a clear purple link cable. Not a bad little haul. Send your pictures to:

Game Boy Gallery,
Planet Game Boy,
N64 Magazine,
30 Monmouth St,
Bath, BA1 2BW.



EVERY MONTH – ONLY WITHIN THE PAGES OF N64



Cardiff's Owain Milford sent us something that looks like Alan on a Monday morning.



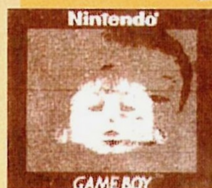
That's the last dodgy pork pie Lancashire's Edward Murdoch will ever munch on. Silly boy...



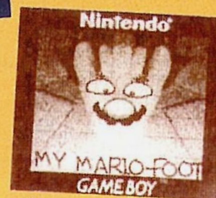
Bristol's Bella Cathay sent us her purr-fect freak. Ah Bless.



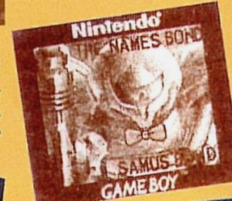
Gareth Ifans from Swansea answers that infamous 'pie location' question.



Oooh, chilling. Norway's Eskil Vestre sent us this spooky masterpiece. Very artistic.



With feet like that, Mr Vestre, we suggest you keep your boots on...



Gary Monroe from Halifax anticipating the Metroid FPS?



Ellie Masters in York sends proof that Pikachu is the devil incarnate. Nice one.



Kris and Klaire Healey have been grave-robbing, by the look of this horror they've unleashed.



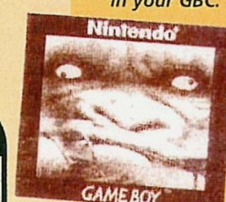
Mutant or modern art? Either way, David Fryer in Devon's effort worries us the more we look at it. Ugh!



Word of advice to Amy Redmond in Cork – never attempt to stash corpses in your GBC.



Apple bobbing in acid is never a good idea, as Nick Baldwin from Sussex demonstrates.



Shortly after snapping this, Mary Wells from Kidderminster got a close-up of its colon – from the inside.



Martin Dwight from Barnsley and his 'mutie volcano'... Please stop disturbing us... please...



Claire Parsons from Grimsby and her innovative use of Arcanine. Nicely.



Matt Stevens from Poole is the latest victim of that age-old 'wind changing' phenomenon...

SPECIAL INVESTIGATION

GAL

The next generation of platforming from the man behind Lara Croft. And not a pirate in sight...

N64's Special Investigations can take us all over the world – but we only had to go as far as Bristol to check out the delights *Galleon* offers.



INFO BURST

GAMECUBE	
GALLEON	
FROM:	*Interplay*
DISCS:	*1*
HOW MANY PLAYERS:	*1*
RUMBLE FUNCTION:	*Yes*
GBA LINK UP:	*No*
ONLINE PLAY:	*No*

WHEN'S IT OUT?

US	UK	Japan
Nov	*Spring*	*TBA*

ANTICIPATION RATING: ● ● ● ● ●



◁ *Rhama suddenly realised that his surroundings were very pretty.*

Every time you reach a new place, you'll just want to have a look round. ▽

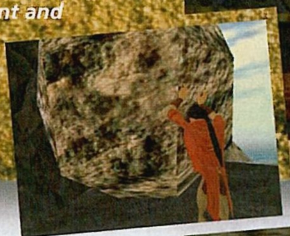
From just a cursory glance at *Galleon*, you wouldn't think anything particularly special was going on. However, Bristol-based developer Confounding Factor are doing nothing less than reinventing the way we regard what used to be known in the world of gaming as 3D platforming...

When we sent Alan round to Confounding Factor's offices, a day-long taster of their tale of adventure, magic and intrigue (but no pirates, mind) left the normally sedate fellow gibbering odd things like "It's all in the stick!" Apparently they'd melted his brain with some very interesting new gaming concepts – or rather, ideas which everybody would have liked to have done but couldn't. Until now, that is...

LOCK & KEY

Er, it's like Zelda, only not. Yup. Definitely.

Press the lock-on button (X), and a point will appear, which you can then manipulate in any direction. It'll fasten itself to items you can interact with, so then all you have to do is walk over to the item in question. Alternatively, you can lock onto a point and then circle it, Zelda-style, or instruct one of your cohorts to get themselves to where you're pointing. For such a ridiculously simple system, it's surprisingly versatile and allows for some real lateral thinking.







TOBY OR NOT TOBY

Galleon is the brainchild of Confounding Factor's Toby Gard, who is best known as the lead artist on the original *Tomb Raider*, and hence the creator of Lara Croft. Gard later left *TR* coders Core Design and set about his own projects, and *Galleon* is the result of his ruminations on the state of play.

LEON



WHO HE?

There are some great characters patrolling the world of Galleon. Oh, and someone gets turned into... well, that would be telling.



FAITH

The daughter of talented healer Areliano, Faith hopes to follow in her father's footsteps. Though not a fighter, she is somewhat feisty. You meet her early on in the game and team up.



JABEZ

This charming gent oozes something sinister from the moment you meet him. Early on in proceedings, he consumes some herbs that give him the godlike powers he's been looking for...

RHAMA SABRIER

Your character. Part James Bond, part Han Solo and a smidgeon Captain Birds Eye. The new one, that is. This all-purpose adventurer is extremely athletic and capable, with a nice line in dry humour.



MIHOKO

You'll recognise this tough minx from our cover. She's from far across the Western Seas, and is ridiculously fast and dangerous - handier in a fight than even Rhama...



GO! GO!



THE CONTROLS

For such a versatile character, Rhama's control system is deceptively simple. Check it out here.

A	Jump
B	Attack
Y	Block
X	Lock-on



MENU

By using the C-stick, you'll be able to issue an order to your companion, like asking Mihoko to attack someone, or assisting Faith in getting somewhere. You can also use healing items, select weaponry and examine a puzzle item you're holding. All without interrupting gameplay and fiddling with menus.

GODS & MONSTERS

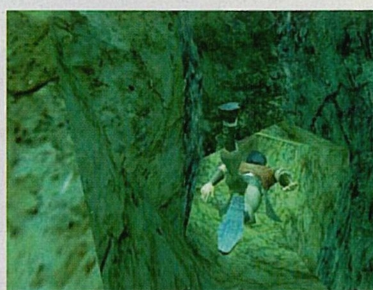
There are quite a few super-bosses to scrap against – some so huge that you have to climb on their back and hammer inanely to try and get them to submit, then come up with a cleverer idea of how to deal with it. The AI of all the characters is frightening, so much so that when they were testing one of the in-game cut-scenes, one character got bored and walked off – halfway through the conversation! Hmm...



△ Erk! He might look as dumb as a bag of rocks, but this amphibious gribbly plays a mean game of chess.

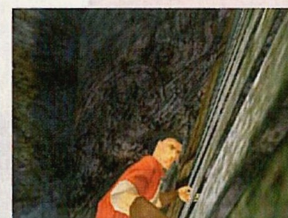
ADVENTURE ISLAND

There are a couple of entertaining sub-sections to enjoy. Should be fun...



At one point in the game, Rhama finds himself on an island populated by Greek types who are keen on competitions of a physical nature. Specifically, there's one bit where you and Mihoko have to nab a flag and take it to the end of a course. Now, the problem here is that three other pairs of people have the same aim in mind. So one of you will carry the flag, and the other will be fending off the opposition. Rough stuff indeed. There are also swimming races and a running race all the way round the enormous island. All of this is done using the in-game engine, mind, just to emphasise certain aspects of your character's capabilities. Mint.





FINISH HIM!

"The fights are a treat to watch, but how is all this talk of the stick going to work in a scrap?" we hear you ask. Happy to explain, eager friends...



Now, if you've got the stick, a lock-on button and a jump button, how is fighting going to work? Quite nicely, as it happens. As soon as you get near someone, Rhama will change his stance to face off against them. Next, it's a case of moving in, hitting B and moving the stick in various ways to achieve a number of different attacks. Once an attack starts, swing the stick back and Rhama will pull off a different move than if you'd been holding right or forwards, for example. In that way, you can string together a combo that'll end up with your enemy smacking into a wall twenty metres away and sliding down, unconscious. And that's before you pick up the sword... In keeping with the almost Disney-esque appearance of the characters, it's a stylised affair that won't attract too much attention from the ratings people. Good news all round, then.





△ Backwards on the stick and it's a bit of the back-kick.

▽ Pow! And he thumps against the wall. Sweet!







△ This town is peopled with folk who'll go about their business.

◁ Rhama will grab onto something without you telling him to. Bright chap.





△ The lighting effects took absolutely yonks to get right, but it seems to have been well worth it.

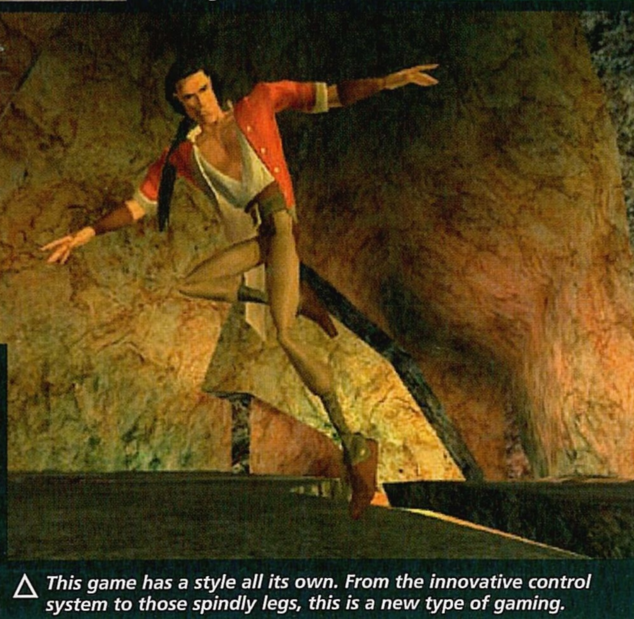
◁ The game really gives you the thrill of being an acrobat.



△ No hitting A to swim here, just the stick.

▽ The fights are like they've come out of a kung fu swashbuckling movie.





△ This game has a style all its own. From the innovative control system to those spindly legs, this is a new type of gaming.



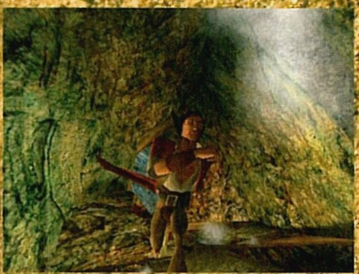
TALKING HEADS

As you walk around, cut-scenes will be triggered every so often. These are all portrayed by the in-game engine, fully synchronised to the voice acting. The acting is rather good, as it happens – better than your average fare. But what really raised our eyebrows is that there are something like 450 of these scenes sprinkled in among the action. Lawks!

GO! GO!

GROOVY MOVER

Take a moment to enjoy some gymnastics, Galleon-style.



RUN!

Obviously, Rhama's movement is fully analogue. He'll also gather speed if you keep running for a while. He can get up a goodly pace in time, which is handy since the islands are so vast. Try to turn fast on a slippy surface and he'll end up sliding neatly...



SWING!

Rhama has no problems monkeying about the place – just jump up and hang on. Your freedom to roam is impressive – Confounding Factor actually found sometimes that people would take completely different routes to the goal...



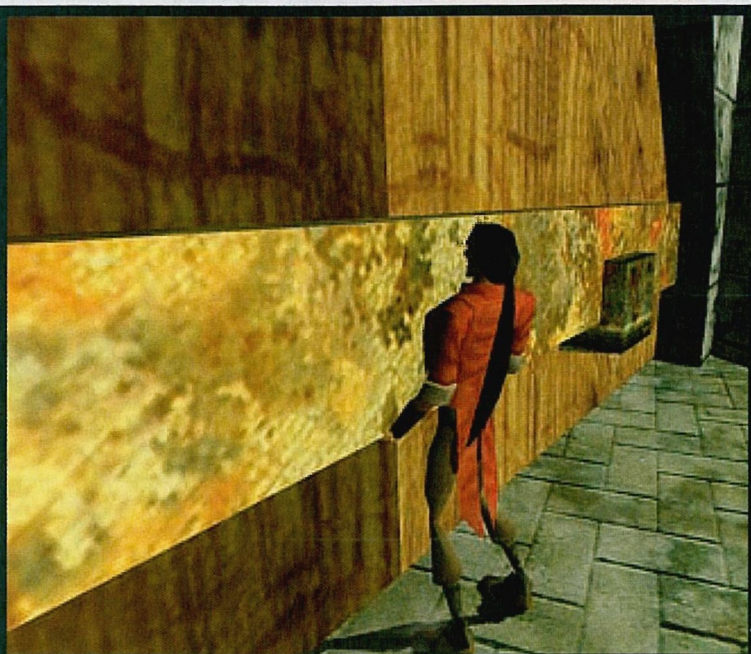
CLIMB!

If a surface has a sufficient friction value, Rhama will be able to dig in and scale it. Again, there are no approximations here, and everything is spot-on. He can even climb upside-down, as there are no surfaces which the game won't allow you to touch.



CROUCH!

You'll automatically squidge down if you want to get into a smaller area, so you don't have to muck around pressing a crouch button. Again, this all works without being fudged by dodgy physics. When you try it, it all seems completely normal.



◁ *Time to put those broad shoulders to use and show great strength, eh?*



▽ *The water surface undulates just like the real wet stuff. Nicely.*



△ *Hmm. Can you spell 'puzzle', children?*

▽ *Yes, we know you look good, you big show-off. Poseur!*



The story of *Galleon* starts two and a half years ago, when a team of coders decided to write their own development tool. The end result is a highly practical and versatile system that'll allow Confounding Factor to put a first-rate title on the shelves come Gamecube's UK launch day.

Toby Gard looked at the state of platforming, including his own project *Tomb Raider*, and saw that players couldn't just look at a wall or ledge and know if it was climbable. Not any more: *everything* in *Galleon* has a friction value and you'll react accordingly to it. Also, the game relies on your use of the analogue stick – the hero will negotiate an obstacle skillfully and somewhat automatically, but all according to how you wield the stick. This even applies to fighting, where it's all about being in the right place, and your attack varies from a simple punch to a one-two followed by a judo throw.

VISUALS **You can pull off Hollywood-worthy antics without being killed by capricious collision detection...**

It's difficult to convey how fluidly it all works, but you'll soon be experimenting with jumping around the place, swinging on ceilings and landing impossibly on wafer-thin planks. All just by using your thumb. To achieve this, Confounding Factor have worked up a *full* physics system, where Rhama's position and

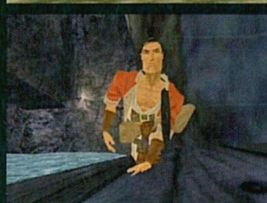




It's tight bodices and heaving bosoms, then. Ain't life tough for a hero?

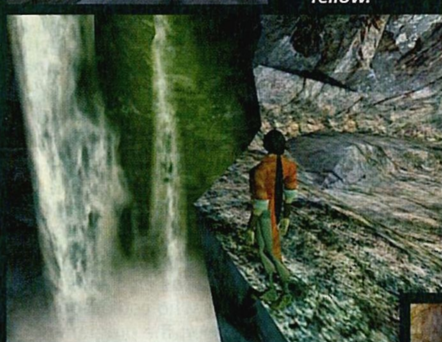


"That will teach you to say I look like David Hasselhoff with my open shirt, sir!"



They don't take kindly to strangers round 'ere.

Flexible type, that Rhama fellow.



Now that is what we call a waterfall. Seriously, you'll stand agog and watch this watery display for ages. Gamecube makes this sort of stuff a doddle to do.



Just imagine it. You can bounce off any of those walls behind you.

You can help your chums get to places by throwing them around. Nice!



Cut-scene or in-game visuals? There's no way of telling...



Looks like Faith's been nabbed by a slave-trader again. Tsk! Time for more heroic rescuing, then.

momentum are calculated according to the friction of the surface he's on. As a vehicle for showing off the kind of complex mathematics Gamecube does in its sleep, it works a treat. More importantly, when Rhama treads on a step, you'll never see any skating or rough approximation of where he's supposed to be. Part of the genius of the character is that he never puts a foot wrong. It's actually quite hard to die, which allows you to pull off satisfyingly athletic, Hollywood-worthy antics without being mercilessly slaughtered by capricious collision detection or pixel-perfect jumping.

It's a curious concept, based on a re-examination of what makes games fun or frustrating in the first place. As such, it's something that even your dad will be able to pick up fairly quickly – he just won't be able to pull off the niftiest acrobatics.

The end result of all this is that the emphasis is on the story, characters and puzzles, rather than attempting the same jump for the fiftieth time. What's more, *Galleon* will finally let you live out those secret fantasies about being Zorro, leaping effortlessly around and landing on a peso. And there's nothing wrong with a bit of that. More very soon...

SPECIAL INVESTIGATION

WHAT WENT AT RETRO ST

By Matt Casamassina

Multiple redundancies, *Metroid Prime* in trouble – and now *Raven Blade* cancelled. What's going on at Nintendo's most important US development house?


R.E.T.R.O.
Wanna program the next Metroid game?

△ *A Retro job ad – not a common sight these days.*

In 1998, former Iguana Entertainment President Jeff Spangenberg was removed from the company for reasons unknown. A lawsuit ensued, but Spangenberg didn't dwell on it for long. Within a year, he had struck a deal with Nintendo of America and before anybody knew it, a new company was born – Retro Studios.

This new second-party, headquartered in Austin, Texas, began hiring away talent from all of the major development houses, including id Software (*Doom*, *Quake*), Electronic Arts (*FIFA Soccer*), and Valve Software (*Half-Life*). Within months, four projects were under way internally: *Car Combat*, an alleged *Vigilante 8* killer; *Football 2002*, designed to compete with the *Madden* franchise; *Raven Blade*, a third-person RPG with action elements; and a first-person shooter that would later become *Metroid Prime*.

Fast forward to August of this year. *Car Combat*, *Football 2002* and *Raven Blade* have been terminated and *Metroid Prime* has yet to be shown in playable form. The development studio once heralded by the press as the "Rare of America" has failed thus far to demonstrate anything more than a few full-motion videos of its games. And not only is it disliked by other second-party houses according to sources, it's also a constant source of frustration and disappointment for Nintendo of America.

So what went so drastically wrong in Austin as to prevent a 100-man software studio which employed some of the most proven contributors in the industry from producing a tangible product? Depending on whom you talk to from the company, a little of everything. The art teams say it was lazy engineers who couldn't properly code, and were slow; the programmers say it was unrealistic artists who were not creating in-game visuals that could realistically be used in-game. And both also point fingers to horribly disorganised management members who favoured certain projects and had no clue how to keep everything in check.

Whatever the reasoning, Retro Studios was spending money like it was going



WRONG UDIOS?

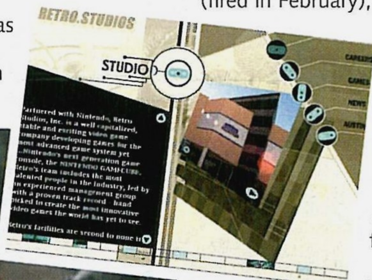
out of style and Nintendo, unhappy with the progress made by the company, decided to take action. In February of 2001, *Car Combat* and *Football 2002* were the first to go, along with some 25 employees. "The irony is that our football and *Car Combat* projects were the furthest along at the time – they were going to be launch titles," explained a former Retro Studios employee. "We had only been working on *Metroid* since August of 2000, shortly before the Spaceworld footage appeared, and the RPG was way too ambitious to expect anytime soon."

So what went so drastically wrong...? Depending on whom you talk to from the company, a little of everything.

Car Combat was allegedly cancelled because online play was pivotal to the success of the game, and Nintendo hadn't given Retro any details regarding Gamecube's online network. "We hoped to have four-player split-screen play and online play combined, so you and three friends could play against people over Nintendo's network," explained a former *Car Combat* employee. "But every time we would ask Nintendo of America for network details, they would say they didn't have any."

Football 2002 was terminated, according to insiders, due to a combination of its early status, unknown license and deals struck by Nintendo with Electronic Arts and Sega to deliver the *Madden* and *NFL2K* franchises to Gamecube.

In late July, Retro killed another project – *Raven Blade* – and laid off another 30 people. More big money spent and nothing particularly impressive to show for it caused the cancellation this time. "The project was stumbling technically with the first engineering team," confided a Retro leak shortly after the axe dropped. "Until the first reorganisation there was a huge back story and plans for extensive cinematics, but the failures of the lead artist (fired in February), project manager (fired in February), lead engineer (fired in March) and lead designer (laid off in July) meant the schedules were impossible to meet. Most of the existing art also had to be redone due to bad development choices from those people."



Now what? Everything hinges on Spaceworld 2001 in Tokyo, and *Metroid Prime*'s showing at the event. The entirety of the Texas-based studio is currently working on the game, which is described as a "3D first-person adventure". The first real-time footage of *Prime* will be presented in Tokyo, according to insiders, and it's here that the fate of the product – and thereby Retro Studios – will be decided once and for all. 



△ **Metroid** ***will be finally unveiled to a skeptical crowd at Spaceworld 2001.***

CANCELLED!

FOOTBALL 2002

Retro only seemed to get as far as designing the cheerleaders for this abandoned US footy sim, who jigged around nicely to Robert Palmer's Simply Irresistible. And yes, their breasts do jiggle, sickos.



US footy is the only sport dull enough to require cheerleaders. ▷

◁ *We could have done with a virtual Robert Palmer, too. "Oh, mercy, mercy me-e." Classic.*

CAR COMBAT

This *Vigilante 8*-style vehicular showdown was almost complete and ready for Gamecube's launch – and looking gorgeous. Then Nintendo stepped in and shut the project down, bless 'em.





△ Car Combat *was ready to give V8 a good kicking. Now, thanks to Ninty, you'll never get to play it.*

RAVEN BLADE

Overambitious artists finished off this promising-looking RPG, which was canned despite being officially unveiled at the E3 show in May. A leaked in-game video shows just how far off it was from completion.

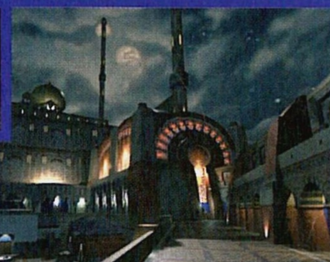


Beautiful art, but too ambitious even for GC. ▽



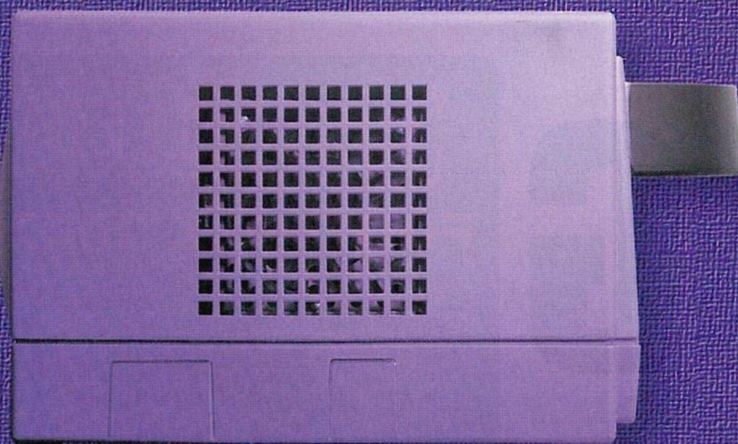
△ *The knives are really out at Retro.*





The last you'll see of Raven Blade. Shame. ▷

MARK GREEN





WIN! A NINTEN

Be one of the first in the UK to own Nintendo's next-gen miracle!

Are we generous or just plain stupid? You decide. Because not long after you read these very words, several hundred quid's worth of Nintendo Gamecube will be winging its way towards the N64 offices – and we're going to hand it straight over to one lucky reader.

We're dead serious here. You – yes, *you* – could soon be opening the door to a beaming postman carrying a small, cube-shaped parcel. While your friends make do with yesterday's technology, you will have the world's most advanced slab of gaming kit sitting in front of your TV, and be enjoying such next-generation delights as *Luigi's Mansion*, *Wave Race: Blue Storm*, *Super Monkey Ball*, or whatever other Ninty classic-to-be takes your fancy.

And the best bit? This glorious one-way ticket to the future of gaming could be yours for the price of a postage stamp. Get your eyes over to the opposite page and grab your chance to win – savour the words – a *Nintendo Gamecube*. Lumme.

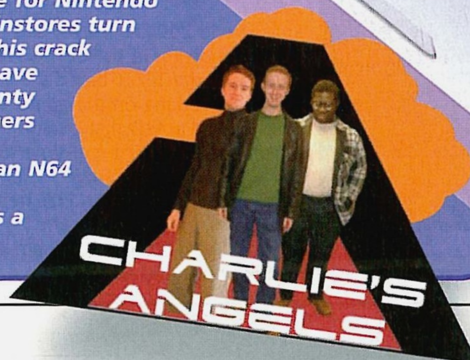


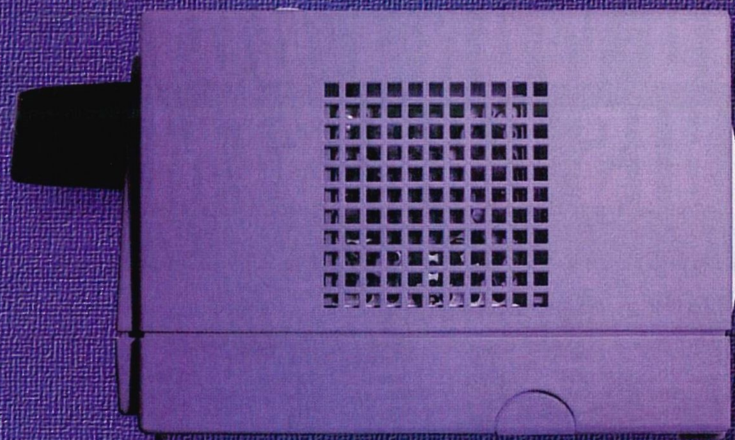
WHO ARE... CAGames ?

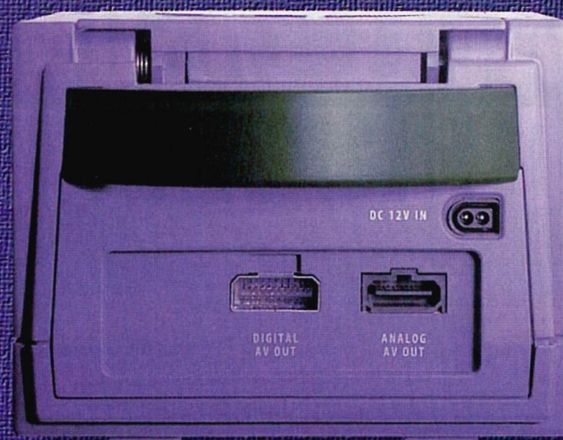
The question is: how have we managed to bring you this once-in-a-lifetime opportunity to win a Gamecube? The answer: courtesy of the ever-friendly folk at CA Games.

Situated in a small shopping arcade in central Glasgow, CA Games is nothing less than the United Kingdom's foremost source for Nintendo games. While the stern-faced suits that run the big chainstores turn their back on the N64, proprietor Charlie Ambrose and his crack team ('Charlie's Angels', as they demand to be called) have been busy tracking down every UK, US and Japanese Ninty game on the planet, and bringing them to grateful gamers at really rather reasonable prices.

So, hats off to Charlie. And if you're hunting down an N64 or Game Boy title – or looking to get hold of a GBA or Gamecube with the minimum of hassle – give CA Games a bell on 0141 334 3901. Do it!



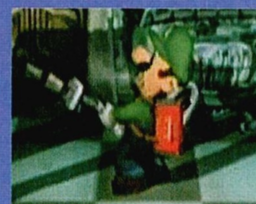




DO GAMECUBE!









HOW TO ENTER

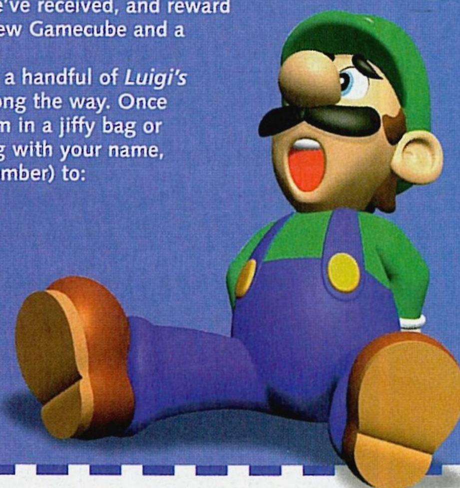
It's easy! Ish. With *Luigi's Mansion* marking the first proper starring role for Mario's little brother, it's high time for a celebration of all that is Luigi. To that end, we want you to make your own Luigi. Yeah, that's right – you heard us, *make your own Luigi*.

You can use whatever materials you like to create your Luigi – Plasticine, clay, wood, papier-mâché, injection-moulded plastic, whatever – and he can be as big or small as you like. But your Luigi *must* be three-dimensional – no drawings or paintings will be allowed. After the closing date has been and gone, we'll judge all the Luigis we've received, and reward the creator of the best one with a shiny new Gamecube and a launch game of their choice.

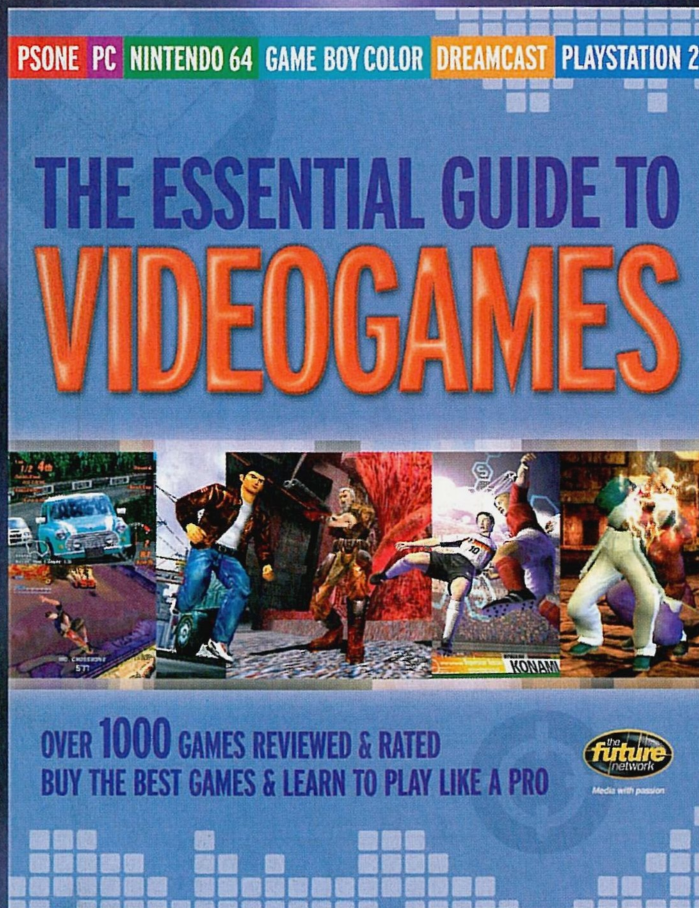
So, get sculpting! We've provided a handful of *Luigi's Mansion* screenshots to help you along the way. Once you're happy with your fella, pop him in a jiffy bag or padded box and post him off (along with your name, address and daytime telephone number) to:

It's-a me, Luigi!
N64 Magazine,
Future Publishing,
30 Monmouth St,
Bath,
BA1 2BW

All Luigis must arrive in the **N64** office by Monday 1st October. Good luck!



WE'LL ENSURE YOU WON'T BUY ANOTHER TURKEY THIS CHRISTMAS





Brought to you in conjunction with Future Publishing, *The Essential Guide to Videogames* features over 1000 of the most significant gaming titles ever to be released – reviewed by the best writers from Britain's top gaming magazines.

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Media with passion

CARLTON BOOKS

Welcome to Club 64, the part of the magazine designed to help you get the most out of your N64 games.

TOTAL GAME SERVICE FOR NINTENDO 64 OWNERS

Club 64

This month's top guide: MAJORA'S MASK





Trying stuff we weren't supposed to in *Zelda*'s ace sequel? We couldn't resist. And we show you how, too! 64



GO! GO!

Club 64 MAILBOX

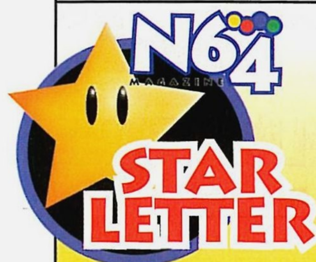


Club 64, N64 Magazine,
30 Monmouth Street,
Bath, BA1 2BW.
Fax: 01225 732341
e-mail: n64@futurenet.co.uk

Each month, our Star Letter wins a Gamester GBA Ultimate Essentials pack from Radica:UK (01992 503133). All other letters printed win an **N64** badge!



Australian covert importing operations, an old plumber who Shigsy ripped off, and painted walls – bring on your letters, we say...



'Very familiar hat'

While looking through a really old 1970's English textbook, I found this picture. It shows a plumber who became famous by rescuing a woman from a burning building. The man wears a very familiar hat and the photo was taken at about the time that Mario was created. Maybe Shigsy's ideas weren't so original after all, eh?
Michael '13U1313A' Blades, Burnley



Nice one, Columbo. The only slight flaw to the plan might be the fact that YOU DREW THE HAT ON HIM. Still, this made Alan laugh – and it takes a lot to do that, so we're going to send you a GBA Essentials pack. Oh, and nice nickname too. Really catchy, that one. **Ed**

Correction corner

Why don't people ever write to say 'thanks for getting things right'?

In **N64**/56, in your Gamecube special, I found not one, but two mistakes – in just two pages! On pages 35 and 36 (on the right-hand side of the former, and in the middle-top of the latter), you had two captions pointing at the same picture. And you didn't even notice. What a shocker.
Sam Glover, Godalming

Don't think your la-di-dah "former and latter" talk impressed us. **Ed**

In **N64**/57, the release list has *Mario Party 3* in both November and December. Which month is it *actually* out, eh? Don't tell me, you can't function without Andrea, can you?
Adam Snape, Preston

Remind me, who's Andrea? **Ed**

Page 59, issue 56 of **N64**: in the letter, 'Foot and mouth', you said that the item in question was a Dutch Tazo and that we don't get Pokémon Tazos over here. Well, you're wrong, and here's the evidence. I got mine from an English bag of crisps in England.
David Morris, Merseyside

An English bag of crisps, eh? Oh, and by the way, you're wrong: it was page 69. Yak. **Ed**

Okay, back in **N64** issue one, on page 97, you say to look on "page XXX for instructions". Did you mean page 110, or were you referring to Wil Overton's private video collection?
Daniel Smith, Leeds

Chortle. Like it. **Ed**

'Australia'

I'm annoyed. Once again, European gamers have been ignored, with Gamecube not reaching the shops until Spring 2002. So I have decided that importing a console may be the best bet, but not from the US – from Australia! Australian games and consoles are PAL, right? Same as us, right? So, if I import a Gamecube from Australia, it'll work here... erm, right?
Tom Winfield, Cumbria



Right... sort of. See, Nintendo in Australia haven't given any indication of when Gamecube is going to hit Down Under. At least Europe's had 'Spring' – where release dates are concerned, Australia's drier than a dead dingo's dinger, as I believe the locals say. So, yeah, in essence this is a decent idea, and well worth investigating further... but you might have to wait. **Ed**

'Claw back'

To my mind, it seems simple what Nintendo have got to do in order to claw back the market from Sony: they have to get titles like *Metal Gear Solid*, *Tekken* and *Tomb Raider* to sit alongside the latest Miyamoto and Rare games. If that happens, Gamecube would clean up. At the moment, with games like *Luigi's Mansion* and *Wave Race*, they're preaching to the converted – people who bought an N64 will immediately buy a Gamecube too. It's the people in the middle, the ones that go for the biggest games only, that will make the difference.
Sean Low, Essex

True enough. But Nintendo seem to have got the message this time: their switch to discs – albeit eight-centimetre ones – is inspired, helping to secure the likes of Namco, who will do either Tekken or Soul Calibur, while Metal Gear maestro Hideo Kojima is reportedly very keen on looking at Gamecube technology for future Konami titles. This should sort out any problems Nintendo had with the N64, leaving Gamecube free to clear up in 2002. **Ed**



'Rip him'



As **N64**/57 came through the letterbox, I quickly rushed to get it, BUT to my surprise there was no cheat book! (Here's a photo to prove it.) What happened? I thought you packed your magazines with tender loving care? Actually, who does the packing? Tell me now, because I'll rip him or her to pieces for forgetting to include my tips book!
Marco Zulliger, Surrey

Yeah, sorry about this. Due to an error in Steve's microprocessor, issue 57's tips book was stuck on the copies of issue 56 that were sent out to subscribers, even though it was meant to be bookless. Which is why subs people got a tips book then, but not with 57, while folk who bought **N64** *from the shops did get it with 57, as expected. Confused? So is Steve after we beat his head in.* **Ed**

'My Mum'

Look what my Mum has done to my bedroom wall! All 150 Pokémon are there, although you have to look carefully to spot some of my least favourite ones, like Mr Mime and Magmar. Each Pokémon is about a quarter of its 'actual' size and, as you can probably imagine, it took quite a lot of work. Aren't mums great?!
Chris Davidson, Cheshire



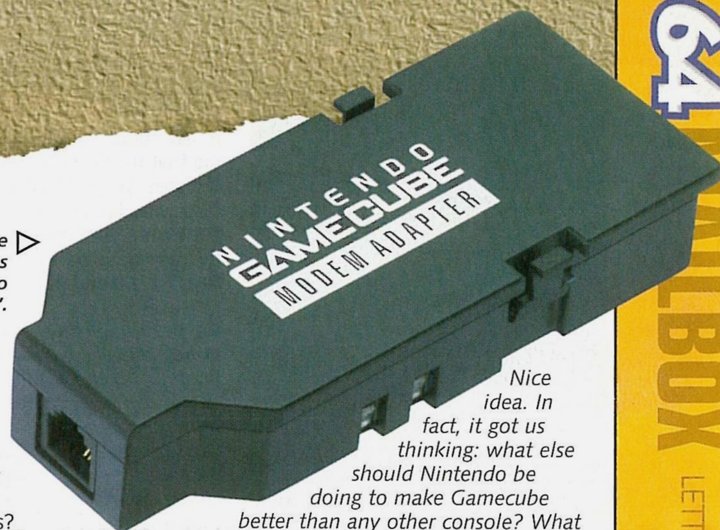
Certainly are. In fact, is Mrs D available to come down to the office and paint our walls with life-size pictures of that bird from Extreme G 3? Then we could, perhaps, half-close our eyes and pretend that there were lots of women just standing around admiring us. Or, er, she could just paint some Pokémon for us. (By the way, good decision about Mr Mime. Although here at **N64** *Magazine we pride ourselves on giving all Pokémon a fair hearing, we make an exception with Mr Mime, as he's plainly a fool. Reckon you've been a bit unfair on Magmar, though.)* **Ed**

'Slotted in'

Watching Malcolm in the Middle one night, I noticed that Reese was playing on his Game Boy. The funny thing was, he was playing it with no cart slotted in. After trying to figure out how this would be possible, I simply gave up due to boredom. Why would anyone do this? Why?
Tom Pike, Swanage

Heinous. It's the only word for it. **Ed**

◁ Next, Mrs D is going to help Geraint with his maths homework.

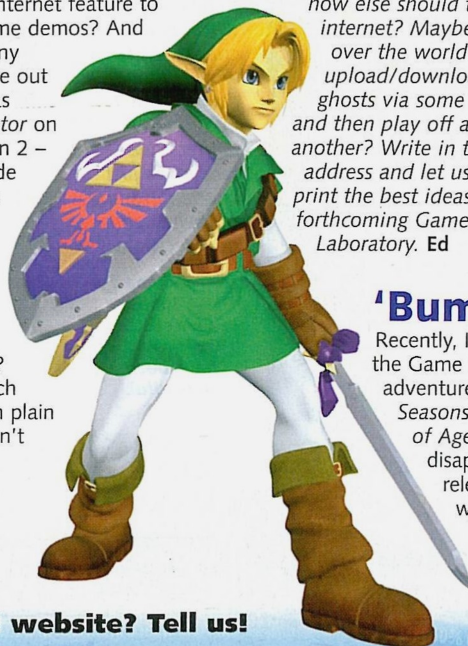


The Gamecube modem. Gives you access to the 'internet'. ▷

'Plain old e-mail'

What about this? Couldn't you use Gamecube's internet feature to download game demos? And if there was any music software out there – such as *Music Generator* on the PlayStation 2 – you could trade created tracks with people all over the world. Or how about an internet *Pokémon* trading game? Definitely much more fun than plain old e-mail, don't you think?
Ruth Herbert, Coventry

Nice idea. In fact, it got us thinking: what else should Nintendo be doing to make Gamecube better than any other console? What peripherals should they invent, or how else should they use the internet? Maybe players all over the world could upload/download Mario Kart ghosts via some sort of server, and then play off against one another? Write in to the Mailbox address and let us know – we'll print the best ideas in a forthcoming Gamecube Laboratory. **Ed**



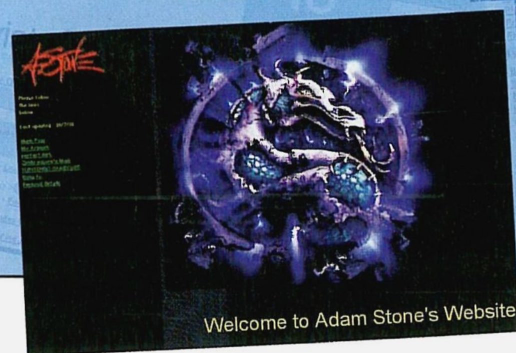
'Bum deal'

Recently, I noticed that the Game Boy Zelda adventures *Oracle of Seasons* and *Oracle of Ages* had disappeared from release lists, so I went into HMV

SURF'S UP

Got a Ninty-related website? Tell us!

HOMEPAGE OF ADAM STONE, ARTIST
http://members.madasafish.com/~astone/
Not exactly snappily named, Homepage of Adam Stone, Artist is nonetheless a tidy little site, displaying some great design, and some okay reviews of N64 classics such as *Perfect Dark* and *Majora's Mask*. What really sets it apart, though, are Adam's own drawings of the likes of Joanna Dark, *Resident Evil*'s Licker and, er, random animals such as cats and dogs.





RARE LAIR
http://rarelair.i8.com/
Apparently, "if you don't look around Rare Lair, Gregg'll cut your feet off", which seems like as good an invitation as any to have a gander at this Australian website, taking in all that the wonderfully English Rare have done. The most recent updates see *Donkey Kong Racing* sneaking onto the site – a perfect accompaniment to some lovely design. Well done, cobber.

Created a website you're proud of? Send its address and your details to:
Surf's Up, N64 Magazine,
30 Monmouth St,
Bath, BA1 2BW.

GO! GO! ▷

BONUS LETTERS

I just hope that the games feel just as special as *GoldenEye* and *Zelda* felt on N64.
Nathan Cass, Farnborough

Yeah, those cartridges did feel nice. **Ed**

You didn't get my name because it was squashed.
Christopher Richards, Pontypridd

We, er, unsquashed it. **Ed**

The GBA has fingerprints and black smudges all over it.
Alan Doyle, Scotland

Probably shouldn't play it after doing the gardening. **Ed**

Now that old whatshername's out the way, I feel it's time to attack Mark.
Lewis Brundish, Hampshire

Just try it. **Ed**

If it takes Shigsy four years to make *Zelda* and **N64** 25 days to make one magazine, how long has the PlayStation 2 got left?
Johnny, Bexhill-on-Sea

This is a trick question, right? **Ed**

We don't need any badges.
Luke Bowyer, Cheshire

Fine. **Ed**

I just had to stick it somewhere.
George Blanchard, Stourbridge

Oooh, no, I don't like the mental picture I'm getting. **Ed**

And after that I stayed away from the cows.
Jonathan Baverstock

Even worse. **Ed**

Can I ask you a question?
Ian Phillips, Belfast

Nope. **Ed**

I couldn't believe how much swearing there was in *Conker*.
Paul Oliver, Southampton

You want to try working with Steve. Terrible it is. **Ed**

Bo bo ski what un dot un.
Sharkie, via e-mail

How nice. **Ed**

to ask about them, and they informed me that they'd been delayed until October. Yes, OCTOBER! Is this true? If so, why has this happened? We Brits get such a bum deal when it comes to this sort of thing – it's a joke.
Sam Fone, London

We were originally told they'd be out in July actually, but we rang Electronics Boutique to check and they told us the games had been completely removed from their release lists! However, we called Nintendo and they revealed it is October (the 5th to be exact), which is a crusher. As to why, Nintendo couldn't shed light on the matter – we reckon it's just another example of their slightly odd decision-making. Just look at Excitebike *for evidence of that.* **Ed**

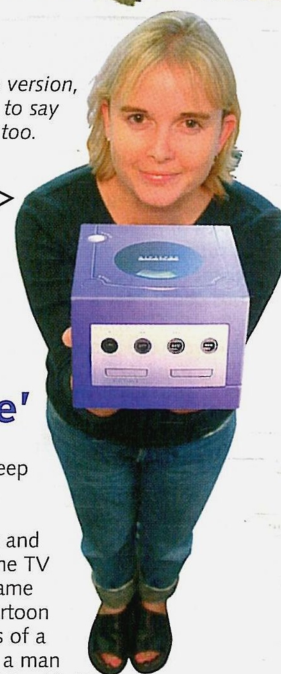


Indiana Jones. Cancelled. It could have been beautiful.

'Any plans'

Why the hell have THQ decided to can the release of *Indiana Jones* for N64? Is there any chance it'll get released at some point in the future? If not, are there any plans for an Indy game on Gamecube?
K L Jackson, Cleveland

We asked THQ and their official explanation was: "THQ International will not be publishing Indiana Jones and the Infernal Machine *for Nintendo 64 because of difficulties encountered through converting the game from NTSC to PAL." There's no chance we'll see it in future, and as for a Gamecube version, we'd have to say no to that too. Sorry.* **Ed**



What did you say her name was? And why is her hair stuck to her head?

'Love'

While I couldn't sleep one night, I ambled downstairs and switched the TV on, then came across a cartoon called Tales of a King. In it, a man holding a PC said, "I don't want that. I like games with plumbers!" I guess the people who make this cartoon are big Mario fans. By the way, I love you guys, but in particular, I love Andrea.
Chris Horner, Northern Ireland

How odd. I mean, the Andrea thing, of course. **Ed**

So tell me this

1. Will any of the Gamecube games announced so far be compatible with the internet?
2. Are there going to be any *Wario* titles on Gamecube?
3. Is Wario going to be in *Smash Bros Melee*?
James Poynton, Oxford

1. Phantasy Star Online *will almost certainly be compatible – but via Seganet, rather than a Nintendo server. Other than that, nothing's been confirmed, least of all by Nintendo themselves.*
2. Not likely for the time being. Look out for Wazza on Game Boy Advance, though – check out our preview of Wario Land 4 *on the ol' GBA back on page 31.*
3. Again, not that we've seen or heard from our sources.

1. Is there going to be a Harry Potter game for Gamecube?
2. And what are the chances of *Jet Force Gemini 2* coming out?
Tom Salter, West Midlands

1. Oh yes. Expect the junior wizard to arrive on GC sometime in early 2002 from what we hear.
2. No chance of that unfortunately. Jet Force Gemini *was one of the rare, er, Rare games that people liked and loathed in equal measures. As a result, it did disappointingly here and in the United States. Shame, that.*

1. Can we expect to see a Game Boy Advance camera next year?
2. If so, what games will it link up with do you reckon?
Felipe Basaglia, Holland

1. Nothing's been announced, but we wouldn't bet against it.
2. Anybody's guess, but – if you forced us – we reckon the next instalment of Pokémon's ripe for it.

1. What has happened to the Shadowman movie?
2. And will *Shadowman 2* being coming to Gamecube?
Matthew Dix, Tyne and Wear

1. Good question. It's disappeared into production hell. Ice Cube was supposed to be playing Mike Leroi, but nothing's been seen or heard of it since. Probably a good job when all's said and done – especially if you've seen Anaconda *with the aforementioned Mr Cube.*
2. Undoubtedly. We don't know for definite, but we're pretty sure it'll happen. For more on Shadsy 2 take a gander at this month's free book.

Whatever happened to Jungle Emperor Leo?
Tony Dicks, Huddersfield

That's a good question, actually. It just seemed to disappear around about the time the Talent Maker games came out on 64DD – and as it was slated as a DD game itself and the DD failed miserably to make any impression in Japan, it's perhaps not surprising Nintendo made the decision to axe it. Look out for some of its ideas in Shigsy's forthcoming Pikmin, though.



'Bigger house'

I recently saw two of your readers send in pictures of their N64 games collections and I had a 'laugh out loud' moment. So, here's a picture of my Nintendo collection that I took last year. One day I intend to take a picture of my entire collection, but I'll need a bigger house.
Jim Hegarty, via e-mail

Impressive stuff, Jim. Would your entire collection involve you wheeling out Miyamoto himself? **Ed**

Will a version of *Half-Life* be coming to Gamecube?
Michael Broughton, Cornwall

Not yet. But keep 'em peeled, because if – as expected – Gamecube takes off in 2002, every bloke and his dog will be wanting a stab at Nintendo's new console.

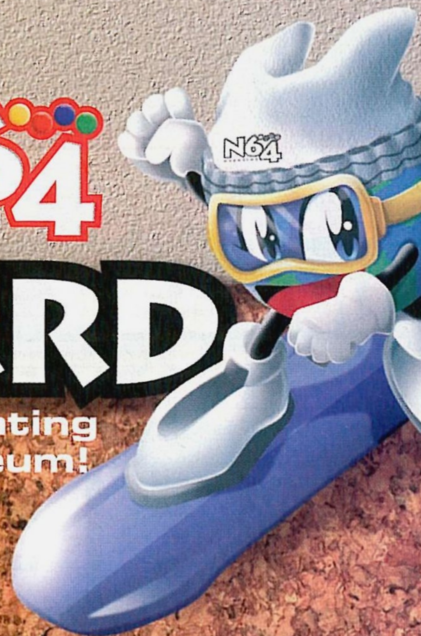
1. What are the chances of a new *Mystical Ninja* game appearing on Gamecube?
2. On a related subject, don't suppose I should go holding my breath for a follow-up to *Hybrid Heaven*, should I?
James Snelgrove, Gloucester

1. Pretty good, we would have thought. Although Konami have been slow to get on board with da Cube, Goemon's a popular character, and the first game was received warmly.
2. No. Better not hold your breath waiting for that.

Got a Ninty-related query? Send it to 'So tell me this…' at the usual Mailbox address.

The N64 Magazine BOARD

Now Incorporating Monster Museum! Nintendo World





Trevor Pack from Otley knocks up a tasty bit of art on his computer. Nice work.

Mark Pearce from beautiful Bristol deals himself in with not one…

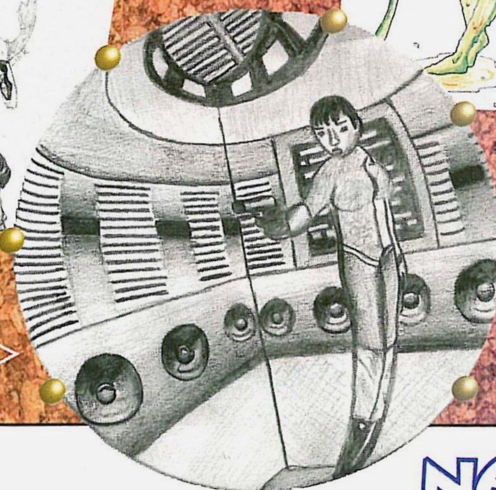


… but two impressive drawings. Er, except this is a man entirely made from vomit. Probably stinks a bit.





Sinéad Reilly gets in on the action with a fab pencil drawing of our favourite elf, Link.



The slight deformed fish-eye Ms Dark, as viewed by Edward Rummins.

HOW TO...
wreak havoc with your copy of
THE LEGEND OF ZELDA MAJORA'S MASK


We love this bit. It messes with your mind, though. Crazy.

Shame you can't go elsewhere at super speed, but it's still fun.

Glitches and quirks in the sequel to Miyamoto's masterpiece? Impossible. Or is it?

by Alan Maddrell

Remember your favourite security blanket that you mauled until it was no more than a sliver of saliva-ridden rag? That's pretty much how we feel about the decidedly spiffing *Majora's Mask*.

Which is why we've spent countless hours tooling about Termina and trying to do stuff we shouldn't. After months of rolling into the entrance to Sakon's Hideout and trying to don the Fierce Deity mask in inappropriate situations, we've come up with the following collection of oddities and, ahem, 'features'. It's impossible to knacker your copy of the game without turning off the power at the wrong time, so you can feel safe trying out the tricks here. Enjoy!

WHAT WE SAID


THE LEGEND OF ZELDA
MAJORA'S MASK

We reviewed *Zelda: Majora's Mask* in issue 49 and this is what we concluded:

"A stunning, bewilderingly accomplished sequel. This is a hair's breadth away from perfection. Buy it. *Now.*"



96%

FREEZE THE GAME

What's that? You want to freeze the game irretrievably? Oh, go on then.

METHOD 1



Go into the glitcher's favourite, Sakon's Hideout, on the final day. When Kafei steps on the switch to activate the conveyor belt, whip out your Hookshot and hold both Z and the relevant C-button. Holding these, sidestep onto the switch. Inexplicably, this will freeze the game...

METHOD 2

Much the same as the first method, but you should ready your ocarina before you enter the hideout. Immediately before the cut-scene is about to start, commence hammering the appropriate C-button. Mash it rapidly, because this glitch will only work if you press the button at just the right time.



METHOD 3



IMPORT ONLY

If you have an import copy of the game and have managed to troll around as Oni Link (see page 66), it's quite simple to make the game go south. Just talk to any of the citizens who change their speech depending on who you are, like the Bombers or the observatory bloke. Erk!

METHOD 4

Attempt the Oni Link trick again, which usually allows you to take the Fierce Deity mask out into the wild. But instead of trying to put on the ultimate form mask, try it with the Giant's mask... This has the particularly excellent side-effect of making Link judder violently. Disturbing...

IMPORT ONLY



RUN RABBIT RUN!

Fancy an extra spurt of speed?

Head over to the Milk Bar and play the song for Toto the Zora in all four of your guises to complete the melody. Next, put on the Bunny Hood and have a word with Toto again. Now go back under the spotlight and play once more. After that, you'll inexplicably be running around super-fast like a loon. It wears off when you leave the bar, mind.





F ZELDA MASK

IMPORT ONLY
See that 'import only' jobbie we've stuck on some of the glitches? Well, despite extensive experimentation we've found that some of the weird things only work on American or Japanese copies of the game. Which just goes to show there are some differences between the code we get and the code the rest of the world is playing. There's still a lot of fun stuff to do in the PAL version, mind.



FLY, ZORA, FLY!

You'll believe a fishy freak can fly.

Put on the Zora mask and go to the area near the tunnel in the wall on the shore. Kill the Like Like that's just in the water. Next, stand on the shore and walk towards where the Like Like was. As soon as you start to float, press A and head back to land. Immediately press A again as you're about to land, but hold the stick in the direction of the water. You should be in mid-air. From there, rapidly tap A to keep flying – you can go anywhere! A third-party joypad's autofire function could come in handy here, since if you hold A you'll glide back down to earth (or water). You can also try this trick in other areas.



Right about here... It'll take a few goes, but it's highly satisfying when you get it right. Fly, you watery beauty, fly!



We'll take great pleasure in dispatching this annoying cretin.



Ha ha! Keep tapping away at A and you'll kind of jerk forwards as if you were starting to swim. You can send Link anywhere, but achieving enough altitude to cross land is damnably tricky.

SAKON'S HIDEOUT

The climax of the Anju-Kafei sequence is surprisingly buggy. Funner than a bag of monkeys, though.

SNEAKING IN...

This is quite a handy one when you want to experiment with some of the other tricks and glitches on offer, as time comes to a halt if you do it on the first or second days...

1. Find the crack between the wall and the door – on the right as you look at it.
2. Put on the Bunny Hood and roll towards the crack from the right-hand side.
3. If you have the exact angle and timing right, you'll appear in Sakon's Hideout. If you hear Link jump, quickly hold left on the stick or you'll fall into a void and die.
4. Keep at it. You have to get it exactly right. This trick does work, so persevere and try all the angles.



Our 100th attempt...

No Kafei. That's just madness!

Oh yes. We're in, but there's nobody home.

What to do once you're in there

If you've entered the Hideout before the third day, it'll be free of panic-inducing time constraints, but also empty. A number of odd things will happen. If you stay on the first switch for a few seconds, the conveyor belt will start, but the Sun Mask will never reach the end. Step on the switch again to open the door. To get through it, change into a Goron and hold A, then quickly roll through the gap. (If the door closes on you, you'll be killed, mind.) You can now go through the dungeon, moving the block onto another switch, then running round and killing the Deku Baba. Kafei won't appear, so you'll have to do all this as Link. Sadly, you can only go so far in the dungeon.



This bit isn't easy, but it can be done.

Eh? What's going on here? Unusual...



You still have some freedom to move about the place. But you can't get out, mind...

ALTERNATIVE ENDING

Enter Sakon's Hideout on the third day and complete it as normal, but having 'forgotten' to give Anju the pendant earlier on in the sequence. You'll be treated to a different cut-scene where Kafei turns up at the Stock Pot Inn to find an empty room as Anju has left for the safety of the farm...



ONI LINK ANYWHERE

IMPORT ONLY

Go into Sakon's Hideout on the third day, but use the cheeky rolling method as described above. You can enter normally, but you'll get more time to play this way. Put on any mask except the Keaton mask or one of the transforming masks (eg: Zora). Make sure you don't have the Fierce Deity mask mapped to one of the C-buttons. When you take control of Kafei, pause the game and assign the Fierce Deity mask to the same button as the mask you're wearing. Complete the dungeon and you'll end up outside, wearing the Fierce Deity mask. Sweet!



Who'd have thought masks could be so much fun?

With a face like that, we're not sure we'd want to let him run around as free as a bird. Cripes!



It's a lonely life, not being able to talk to anyone. Spot of charades, anyone? No?

MISCELLANY OF MADNESS

If it's just too goshdarn zany to fit into another category, it lives here.

MAKE EPONA FALL OFF A HILL

Ever wanted to make your lovely horsey go clippety-clop off a tall cliff? Now you can, sicko. Normally when you hit an edge like that, Epona will rear up and neigh. However, you can make the horse fall off by walking along parallel with the edge and very slowly pushing towards it. You'll stop in one place – keep trying several times and you'll fall off. One thing to remember: if Epona rears up at any point, you'll have to start again as it won't work.



△ Done it! She doesn't complain, the old dear.

◁ Just edge along slowly and suddenly you're down.

DEKU ESCAPE

Ever wanted to escape the town as Deku Link? Go to the East gate, as far towards the Milk Bar as you can. Turn away from the guard and hold Z, then pull back on the stick. If the angle is correct, Deku Link will start running, pushing the guard out of the way so you can escape the town. If executed early in the game, there'll be no enemies or music outside...

MAKE STUFF DISAPPEAR



△ That's a postbox, you see? For posting things.

It's gone! Well, almost. For a while. Y'know. ▷

Try to shove the Hookshot, Great Fairy's sword or the bow into one of the town's many postboxes. Said item will be refused, but will become invisible. Don't talk to anyone now. Next, try to use one of these items. Strange things will start to happen – the Hookshot is probably the most spectacular, as it won't work at first, but then will shoot off into space and never hit anything.

ONI CAN'T USE BOTTLES

Go into a boss battle and change to your ultimate form with the Fierce Deity mask. Next, assign an empty bottle to one of the C-buttons and try swiping with it. Oni Link will always try to get his weapon out, which interrupts your bottlish activities. However, press the C-button several times in rapid succession and you just may be able to complete a full swipe.

First, get yourself into any of the boss battles so you can don the Fierce Deity mask. ▷



◁ Next, get a-swingin' and see what we mean. If your fingers are fairly rapid, you should be able to pull it off. Yup.

X-RAY VISION

Walk up to a wall. Next, hold Forward on the analogue stick and press A in order to roll into it. Just as Link is about to get up from his roll, press Top-C. Try this a number of times to get the exact timing, but if you get it right, you may well be able to see whatever is on the other side of the wall, if indeed there is anything to be seen. We'd recommend trying this in the Stock Pot Inn.



△ Oof! Er, looks like this particular effort hasn't gone according to plan....

▽ We could just open the door, but that would be just plain silly, eh?



KEEP ROLLIN', ROLLIN', ROLLIN'

As normal Link, roll at a wall so you collide with it and hear a thud. Immediately hammer at A rapidly and sometimes Link will do a series of rolls without making the noise. This won't always work, and when it does it will only allow you to do a few rolls at a time. But it's still worth trying for a giggle. When you're through with that, try the same trick in *Ocarina of Time*...



△ Just collide with the wall...

◁ ...and do a bit more rolling. Yay!

Cheats and tactics aplenty, plus £5 off a Game Boy Advance!

TIPS EXTRA

Tips for the Top 10 N64 games with GAME

www.game.uk.com

1 Conker's Bad Fur Day



SKIP THE LENGTHY INTRO
That long and seemingly unskippable Rare intro can get very annoying after a while, so here's a way to quit it. Turn on the game, but then reset your console straight away. Then, just when Conker's chainsaw is about to cut into the Nintendo logo, press Start. Don't press any button before this point or it won't work.

BE INSULTED
If you go into the Cheats menu and type in the same incorrect code twice, the cheeky fire imp will call you a rather rude thing, which we couldn't possibly print here.

2 Banjo-Tooie

DRAGON KAZOOIE
If you fancy having your feathery friend transformed into a seriously dangerous reptilian version, first get the Mega Glowbo from the Ice Chest in Glitter Gulch Mine. To do this, hit the switch near the entrance to open the grating to the water storage area. Get inside before it closes and then use the Ice Key to unlock the chest you'll find on the hillock. Once you're in possession of the Glowbo, warp to Pine Grove and enter the wigwam which belongs to Humba Wumba just outside the limits of Witchyworld. Give the Mega Glowbo to her and she'll kindly transform Kazooie into a fire-breathing horror. Lovely stuff. If you want to return your chum to her former state, just jump into the pool.



3 Mario Tennis

CHEAP SERVICE
Here's one we try on from time to time, and it never fails. When it's your turn to serve, move to the inside of the court and throw the ball up. Don't hit it, but quickly catch it and scoot most of the way to the outside of the court and let rip with a quick power serve to the outside edge. This will throw human players surprisingly often, though the computer is a little wiser than that, natch.



SILVER SERVICE
Another trick when playing a bigger, slower character like Bowser is to position yourself and fake a serve so that your opponent goes towards the centre line. Then you can pop a power serve down the outside and it's quite unlikely that he or she will get to it. Mind that they don't slap you, though.

4 WWF No Mercy





WIN TRIPLE THREAT MATCHES
Unsurprisingly, the trick to winning triple threat matches is to let your opponents fight each other, basically doing your dirty work for you. Make sure you switch your focus from one wrestler to another so that neither of them concentrates on you. When you're looking at one, use your taunt to build up your Special meter. If either rassler starts coming in your direction, peg it and they will start beating each other up again. Then, when you've managed to build up your Special, let loose and pin whoever's losing. Ha!

5 Super Smash Bros

Play as Falcon
Beat the single-player game on any difficulty level in under 20 minutes. The final challenge will be against Captain Falcon – beat him to be him. Mint.

Play as Jigglypuff
Simply make your way through the single-player game on any difficulty so that your last opponent is Jigglypuff. Beat the 'mon and she's yours.

Play as Luigi
Go into the first bonus practice round and beat it with all eight original characters. Luigi will challenge you – defeat the fellow to unlock him.

Play as Ness
Set the difficulty to normal, the stock to three and play through with any character – but you mustn't use any continues. Again, beat Ness and he's yours.

6 Excitebike 64

BEAT THE HILL CLIMB
Making your way up the mountain can be incredibly difficult, but there are a couple of crucial techniques that will get you started. Firstly – and naturally enough – speed is essential. However, there are also a lot of complex forces at work on your wheels. So, if you're having a spot of difficulty, pulling a wheelie to reduce their effects might do the trick. Look ahead and time your turbos to kick in when they're most needed, too.



7 The World is Not Enough

WIN IN MULTIPLAYER
On the Submarine level in multiplayer, there's a (fairly cheap) tactic that will almost guarantee success. Find yourself a Magnum or similar, and make your way to the map room. Once there, position yourself with your back to the map. You can hold your ground there for some time and the sims will just come marching towards you. Alternatively, a good general tactic for this level is to just keep yourself equipped with a decent close-range weapon, as most of the level is designed to favour gritty, up-close fighting.



8 Kirby 64: The Crystal Shards

HARDER MINIGAMES
If you fancy a bit more of a challenge from Kirby's minigames – they can be blindingly easy to beat, after all – simply complete the level and try it again. Yep. So, beat the Easy setting to unlock the Normal skill level, and complete Normal to try your luck with the Hard setting. And finally, for those among you who really are unhinged, finish the Hard setting to have a crack at the Intense setting… Not so easy now, are they?



9 Pokémon Stadium



RENT MEW
If you didn't get the chance to go to one of the Nintendo roadshows to download Mew onto your Game Boy cart, you are still able to get the cute little cat to battle for you. Mind you, you'll have to beat the entire first round. After that point, you can go into the ranks of rental 'mon and tucked away down the bottom you'll find Mew. You can use the mog in the Prime Cup, the Gym Leader castles, Free Battle and Mewtwo Battle modes.

10 Star Wars: Battle for Naboo

PLATINUM MEDAL REQUIREMENTS
Part one of what you need to achieve to crack the top medals…

	Time	Kills	Accu.	Saves	Bonus	Lives
Escape from Theed	1:38	49	84%	7	1	3
Neimodian Plunder	4:01	34	64%	65	0	3
Naboo Bayou	2:43	21	59%	7	0	3
Smuggler Alliance	5:24	43	58%	2	1	3
Hutt's Retreat	3:38	38	56%	15	0	3
Disruption…	4:50	49	84%	4	0	3
Glacial Grave	6:03	77	89%	4	1	3
Andrever River	5:18	54	83%	0	0	3
Sanctuary	6:12	49	62%	6	0	3
Search for Capt…	4:35	26	63%	0	0	3

Tip for the top

Fresh cheats for future chartbusters

PAPER MARIO
Believe us, it's worth getting stuck into this ace RPG, and here's a treat for when you're there…

Ye Olde Marioe
The game's retro fun continues with this highly enjoyable little trick. Go to Boo's Mansion and find the large vase that's tucked away behind one of the doors. It isn't too hard to find. Hop onto the block that's beside the vase, then jump into the vase itself. You'll find when you come out that you've changed into a weird, small, old-school 2D version of Mario. You jump and run just as in the original games, but can't do all the moves of your 'normal' self, so it's worth hopping back in the vase to change back.



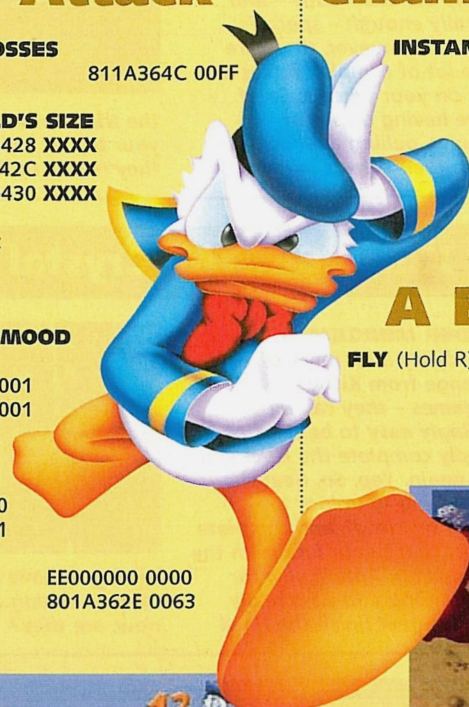
GO! GO!



ACTION REPLAY CODES

Each month we'll be printing the very best Action Replay codes, including your own!

Donald Duck: Quack Attack



UNLOCK ALL BOSSES
811A364C 00FF

CHANGE DONALD'S SIZE
81195428 XXXX
8119542C XXXX
81195430 XXXX

Replace **XXXX** with:
3D80 – Tiny
4020 – Big

INSTANT HYPERMOOD
(Press Left-C)
D10CAFD0 0001
8119A996 0001

SUPER JUMP
(Hold Z)
D10CAFD0 2000
8019571F 0001

INFINITE LIVES
EE000000 0000
801A362E 0063



F1 Racing Championship

INSTANT 450KMH BOOST (Press Z)
D10A1F50 2000
8119D334 005A

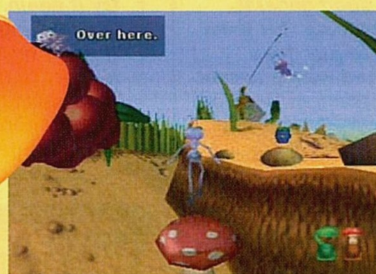
BIG SCORE
81164E58 8181
81164E5A 8181

NO CHECKPOINT TIME
81164E1C 0001

A Bug's Life

FLY (Hold R)
D008FCE1 0010
8D1E23C6 1000
D008FCE1 0010
801E23D6 1000

John Fontanini, Worthing



Resident Evil 2

ITEM CODE
810E59C8 XXFF

Replace **XX** with:
30 – Lockpick
31 – Birkin Family Photograph
32 – Valve Handle



33 – Red jewel
34 – Red keycard
35 – Blue keycard
36 – Snake Stone
37 – Jaguar Stone
38 – Jaguar Stone 2
39 – Second half
40 – Charge detonator
41 – Plastic bomb C4
42 – Detonator and C4
43 – Crank
44 – Roll of film
45 – Roll of film 2
46 – Roll of film 3
47 – Unicorn medal
48 – Eagle medal
49 – Wolf medal
4A – Clock cog
4B – Manhole opener
4C – Main fuse
4D – Fuse case
4E – Vaccine
4F – Vaccine cart
50 – Roll of film
51 – Base vaccine
52 – G-virus
53 – Darkroom locker key
54 – Joint plug S
55 – Joint plug N
56 – Cord
57 – Photograph
58 – Cabin key
59 – Spade key
5A – Diamond key
5B – Heart key
5C – Club key
5D – Control room key
5E – Control panel key
5F – Power room key

James O'Leary, Middlesex

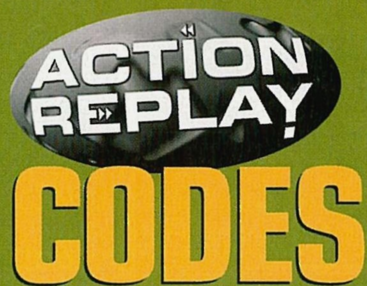




For information about Action Replay cartridges, call **Datel** on **01785 810826** or visit **www.codejunkies.co.uk**

YOUR ACTION REPLAY CODES

cut out and send



CODES

Send to: Action Replay codes, **N64** Magazine, 30 Monmouth Street, Bath, BA1 2BW. If you don't want to cut up your magazine, send a photocopy instead, and continue on another bit of paper if you run out of room.

Here's my Action Replay code

It's for [game name]:

Its effect is:

And my code is:

Name...

Address...

....

....

....

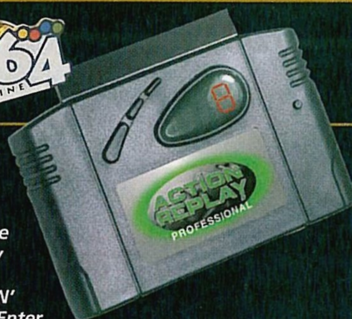
....

Postcode ....

READERS' TOP 15 TIPS

Remember, the best one wins an Action Replay cart from Datel (01785 810826) and an exclusive **N64** badge!





Tip of the month

1 WWF No Mercy
Play a ladder match as Jeff Hardy and do submission moves on your foe until he submits. Then throw him onto the announcer's table. Set the ladder up next to it and you can do a Swanton Bomb through the table. Cool!
Javid Sangra, West Midlands



2 Zelda: Majora's Mask
Go to Honey & Darling's shop and hit the targets once each. Then go to the right of the entrance to the Bombers' hideout and roll on top of the shop. Drop a bomb to receive some green rupees. Hmm...
Steven Redmond, Northampton

3 Perfect Dark
Put on the Small Characters and All Weapons cheats. Use the cloaking device and put remote mines on people's feet in an open area. Trigger a Combat Boost and detonate the mines – see how high you can get them to go! Very amusing.
David Morris, Merseyside

4 Zelda: Majora's Mask
Press Start several times in succession (ie, lots) – time will pass slowly, but people won't move. When they're supposed to be at a certain place at a certain time, they'll just teleport there. Weird.
John Foster, Wokingham



5 Zelda: Ocarina of Time
In the Water Temple, raise the water level to its highest. In the main room, jump towards the Triforce symbol in the corner. You'll grab the wall and keep bouncing up and down.
John Fontanini, Worthing

6 Conker's Bad Fur Day
Cross the plank in Bats' Tower, but don't pull out the flamethrower to kill the bat just yet. Instead, move near the edge while holding B so you whip it out as you fall off. If you get it right, the flame will come out of your hand until you get hurt or die! Strange stuff, eh?
Jamie Bigwood, Trowbridge

7 Excitebike 64
Enter the Wheelie mode in the game's Tutorial section and pull a wheelie. Keep it going and crash into the end – you'll now find you can go around the whole track! Nicely!
Luke Richards, Kent

8 Road Rash
Race as normal but cross the finish line as far wide as possible. The game won't realise that you've finished so you can keep racing all day.
Chris Siebold, Cambridge



9 Super Smash Brothers
Having trouble with the Big Hand? Play as Kirby and transform yourself into stone (by pressing Down + B). The Hand's attacks will now have very little effect.
Daniel Grimes, Leeds



10 Zelda: Majora's Mask
Go somewhere with people and a dog, and equip the Mask of Truth. Without putting on the mask, pick up the dog and throw it at the nearest person using Z-targeting. Put on the mask and pick up the dog again – it should stay quiet. If this works you'll be able to throw the dog and it won't go anywhere, or – if you're really careful – you can even walk round the person and away from them to see the dog sitting floating in mid-air. Spook!
Colin Elvey, Essex

11 WWF No Mercy
Buy the Armageddon ring, then make a pay-per-view and type 'ARMAGEDDON' for the event. Enter the same as the arena and you should now be able to play in the Backlash arena for free.
A Hemming, Leamington Spa.

12 Zelda: Ocarina of Time
If you perform a backflip over the Deku Tree's roots, you'll end up round the back of the tree where there's a Gossip Stone who will tell you about leaving the forest.
Grant Webster, Scotland



13 Blues Brothers 2000
In Chicago, open a sewer cover with a grey wrench. Collect the two lives there, then leave the area. Come back and repeat the process again and again for infinite lives. Hooray!
Jake and Elwood, Dorset



14 Zelda: Majora's Mask
As Zora Link, hop into the Laundry Pool and use the boomerangs to hit the bell. Kafei will come out and walk through the door. Hmm...
Nicholas Barlow, Manchester

15 Perfect Dark
On the Chicago level, enter the subterranean nightclub and deposit the Bombspy (from the big bin near the fire escape) behind the bar. You can then leave and get back in at any time by using the Bombspy to open the door.
Richard Horsefield, Berkshire

YOUR TOP TIP

Found an interesting cheat, tip, secret bit or quirky thing to do in one of your games? Then send it to us immediately! Each month we'll compile a chart of the best and if you make it in, we'll send you a rather flash **N64** pin badge. If you get the coveted 'Tip of the month' slot you'll get something extra special.

cut out and send

Name..

Address..

....

....

....

....

Postcode ....

Here's my top tip

It's for [game name]:

And I've found that if you:

TIPS EXTRA

Send to: Tips Extra, **N64** Magazine 30 Monmouth St, Bath, BA1 2BW. If you don't want to cut up your magazine, send a photocopy instead, and continue on another bit of paper if you run out of room.

Eight challenges to test the best.

GAME ON

Welcome, welcome, welcome to Game On – a haven for gamers old and new, and indeed for carts old and new, too. Here is the place where you get to squeeze every last drop of fun out of your beloved N64 titles.

Anyone can have a go, by tackling the challenges on offer, or maybe making up your own – and the best of your collective offerings each month make it onto these very pages, giving the rest of the N64-reading world something to task them 'til the small hours. Smart.

MAJORA'S MASK – *Show Me the Money!*








In this challenge from **Laurence Crook** in **Cirencester**, you must go to the start of the first day and try to collect enough money to fill the Giant's Wallet (500 rupees). However, you are not allowed to use any ocarina songs to slow time. Also, you cannot do the same thing twice – like killing the Vulture, leaving the area and doing it again – nor can you sell anything or withdraw money from the bank. Pick up a medal according to how quickly you manage it.

TIME						
		6AM-10AM		11AM-2PM		3PM-6PM

PERFECT DARK – *Capture the Crate*






Thanks to **Lee Whitton** from **Bristol** for this new *PD* challenge. Start a two-player game with each player allowed four sim team-mates of equal strength. Enter the Warehouse and select a 'base' room for each side. Both bases must be about the same distance from the main room. Now find a crate and take it into the main room. You're all set. Starting from your respective bases, the task is to battle it out for the crate. You have to try to get it back to your base and keep it there for as long as possible. (A stopwatch each would be handy.) The longer the crate is kept in total, the higher the medal ranking. Mint.

MINUTES CRATE KEPT						
		30		15		5

CONKER'S BFD – *Scampering Cretin*






This cheeky little challenge comes from **Gabriel Harry** and **Rich Ternouth** in **Hereford**. Start up a four-player game on the Temple level. Three players must make their way to the Magnum pick-up, then have to stay on the platform opposite the temple's entrance. Once the gunmen are ready, the fourth player has to run from one side of the entrance to the other as many times as possible without getting shot. Ten points are awarded for each successful crossing – but an extra ten points can be earned by stopping to pull a moonie (by ducking) before finishing a run across the entrance. Award the doorway-dasher a medal based on total points after he or she has finally been blown away.

POINTS						
		200		100		50

CONKER'S BFD – *Survivor*





Fancy yourself as a bit of a hardcore gamer? Then **Ashley Whichelow** from **Aldbury**'s challenge will suit you down to the ground. The premise is simple. Start a new game and see just how far you can get without dying once. If you meet up with Gregg the Grim Reaper, then it's all over. You are not allowed to save the game and restart from a point before you die, either. Award yourself a medal according to which of these 'markers' you manage to pass before getting wasted – marker one is the Hay Bale Boss, the second is the Brass Balls Boss, while the final marker is the Bomb Run. Good luck!

MARKER PASSED						
		3		2		1

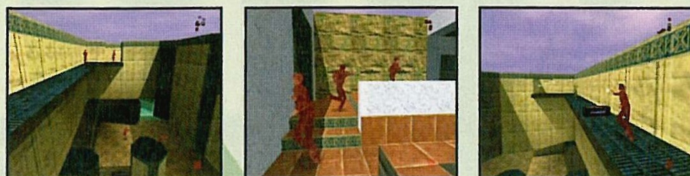
WWF NO MERCY — *Tabletop Tussle*



Cheers to **Daniel Channer** from **Portsmouth** for this. Start a match against the CPU on the hardest difficulty level. Set no time limit, count out on 'Hardcore', pins, submissions, and rope breaks activated, with TKOs, DQ, and Interference all set to 'NO'. Now begin the match and attempt to slam your computer-controlled opponent through all three tables – the announcers' desk, the one in the dressing room, and the pool table. You have to complete this objective without submitting or being pinned. If either of these things happens, you'll have to start all over again…

TABLE TOTAL		3		2		1

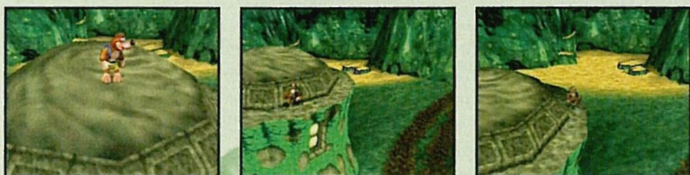
PERFECT DARK — *Perfect vs Pathetic*



This inventive challenge comes from **Pete Hartree** in **Chichester**, and it certainly isn't a walk in the park, as they say. Enter the Combat Simulator with just one player and set all guns to DY357-LX. Now select a time limit of ten minutes, put seven Meat Sims on your team and select one Perfect Sim to act as the target. Once the game starts you have to command the Meat Sims to hunt down and destroy the Perfect Sim. However, *you* are not allowed to shoot *at all*. Award yourself a medal based on your standing at the end of the ten minutes.

RESULT		WIN		LOSE BY 10		LOSE BY 11+

BANJO-TOOIE — *Talon Trot Trial*



The first *Banjo-Tooie* challenge to reach the **N64** offices has come from **Samuel Walters** in **Cheshire**. Simply climb to the top of one of the houses in Jinjo Village and activate the Talon Trot. You must now use only the analogue stick and the A button to run and jump around the dome on top of the house. Bear in mind, however, that you are not allowed to stop, change direction or alter the camera angle. Award yourself a medal depending on how many laps you manage to complete before the time limit of one minute is up.

TOTAL LAPS		15		12		9

PERFECT DARK — *Pied Piper*



This curious little number comes courtesy of **Bobby Heath** from **Buckinghamshire**. To play, start a solo game and enter Air Force One. The object of the challenge is to get all ten of the grey-suited guards to follow before they finally gun you down. Simply head to the main floor of the plane and, instead of meeting the President, just wave your shooter under their noses to get their attention. All you then have to do is run around like a mad thing until they're all following you. Award yourself an extra gold medal if you then turn around and manage to take 'em all out.

GUARDS IN TOW		10		7		4

Now it's your turn!

GAME ON





Do you have any weird ways of playing your favourite games? If you've got a nifty challenge that you'd like to share with **N64** readers around the world, we'd love to hear about it. Write 100 words explaining what you've got to do, and set three suitable levels of achievement for Gold, Silver and Bronze medals.

CHALLENGES WANTED!

As well as all the usual games, we're particularly interested in Game On challenges for…

Mario Kart • Battle for Naboo
Banjo-Tooie • Mario Party 1, 2 and 3

We'll print the best of them right here, and send you a natty **N64** pin badge for your trouble. What's more, the top challenge each month wins an Action Replay cart from Datel (01785 810826, www.codejunkies.co.uk). Now you can't say fairer than that, can you!

Send your challenges to:

Game On, N64 Magazine, 30 Monmouth Street, Bath, BA1 2BW



I'M THE BEST

New I'm The Best is on its way, but first some top notch new scores...

The best thing about great secrets is drip-feeding information to others, but not letting them see the whole picture until you're ready.

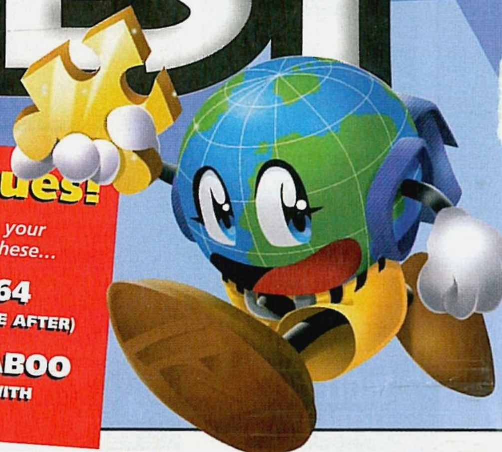
So, in the interests of teasing you, we *will* say that great things are afoot for I'm the Best. And we *will* say that you'll still have a prime place to come and show just how good a gamer you are. But what we *won't* say is what we have up our sleeves. Bwahahaha! Rest assured, mind, it'll be the best in the land – next month.

New Leagues!

Prove your mettle with your finest times for both of these...

EXCITEBIKE 64
(LAP TIMES ARE WHAT WE'RE AFTER)

BATTLE FOR NABOO
(FASTEST LEVEL TIMES WITH AT LEAST 25 KILLS)



STAR PERFORMANCE

Strange how it happens. No *San Francisco Rush 2049* Star Performance candidates for simply ages, then two come along at once.



However, there can only be one winner. Which means that runners-up honours (but no joypad – it's a tough ol' world...) go to Richard Long from the Isle of Wight for his Best Stunt score of 10,494, while the Mirage joypad-shaped crown courtesy of Wild Things (029 2075 5774, www.wild-things.co.uk) goes to Luke Wilson from Paignton for a top stunt total of 11,925. Geraint is now frantically scouring the office for one of his lost Controller Paks to prove he can do better. Nice work, Luke.

Do you have the skill it takes to merit a Star Performance prize? Send us photo or video proof of a result you're rather quite proud of, then. The best entry each month wins a brand new Mirage joypad from Wild Things!

NEW HIGH SCORE!



Congrats to Mr Nick Nadeau of Cambridgeshire. He came up with the best overall total in our dual *Banjo-Tooie* minigame task – he turned in 99 on the Mini-Sub Challenge and combined it with a 73 for Balloon Burst, leaving Steve and Alan's poor scores out in the cold. A Mirage joypad will be with you soon, Nick.

THIS MONTH'S SCORE TO BEAT



Star Wars: Battle for Naboo, we thought. There's plenty of fodder for a decent challenge in there. But we're not going to make it easy. Back on page 69 are the requirements for a Platinum medal on the first ten of Naboo's levels. Your goal is one such medal on Hutt's Retreat. Yup. Best entry in time for issue 61 (soon!) bags a Mirage joypad. Go! Go!

Perfect Dark
BEST PERFECT AGENT TIMES

DATADYNE: DEFECTION		
1	2:36	Phil Hughes, *Merseyside*
2	3:21	Tony Dunster, *London*
3	6:21	Paul Williams, *Wirral*
4	12:26	Robert Harrison, *Wakefield*
DATADYNE: INVEST...		
1	3:18	Phil Hughes, *Merseyside*
2	6:24	Tony Dunster, *London*
3	6:25	Tom Donoughue, *Cambs*
4	6:29	Paul Williams, *Wirral*
5	17:27	Robert Harrison, *Wakefield*
DATADYNE: EXTRACT...		
1	1:50	Phil Hughes, *Merseyside*
2	2:46	Tony Dunster, *London*
3	3:07	Paul Williams, *Wirral*
4	7:15	Robert Harrison, *Wakefield*
CARRINGTON VILLA		
1	2:01	Phil Hughes, *Merseyside*
2	2:52	Tony Dunster, *London*
3	4:37	Tom Donoughue, *Cambs*
4	7:36	Paul Williams, *Wirral*
5	13:42	Robert Harrison, *Wakefield*
CHICAGO: STEALTH		
1	0:33	Phil Hughes, *Merseyside*
2	0:39	Tony Dunster, *London*
3	0:49	Paul Williams, *Wirral*
4	1:14	Killian Barry, *Dublin*
5	1:17	Robert Harrison, *Wakefield*
G5: RECONNAISSANCE		
1	1:12	Phil Hughes, *Merseyside*
2	1:41	Tony Dunster, *London*
3	1:48	Paul Williams, *Wirral*
4	6:54	Robert Harrison, *Wakefield*
AREA 51: INFILTRATION		
1	2:03	Phil Hughes, *Merseyside*
2	3:41	Tony Dunster, *London*
3	4:48	Paul Williams, *Wirral*
AREA 51: RESCUE		
1	3:19	Phil Hughes, *Merseyside*
2	5:15	Tony Dunster, *London*
3	6:12	Paul Williams, *Wirral*
4	7:52	Tom Donoughue, *Cambs*
AREA 51: ESCAPE		
1	3:55	Phil Hughes, *Merseyside*
2	4:50	Tony Dunster, *London*
3	7:30	Paul Williams, *Wirral*
AIR BASE: ESPIONAGE		
1	2:30	Phil Hughes, *Merseyside*
2	7:30	Paul Williams, *Wirral*
AIR FORCE ONE		
1	1:35	Phil Hughes, *Merseyside*
2	1:54	Paul Williams, *Wirral*
CRASH SITE		
1	2:00	Phil Hughes, *Merseyside*
2	2:31	Paul Williams, *Wirral*
PELAGIC II		
1	2:28	Phil Hughes, *Merseyside*
2	5:58	Paul Williams, *Wirral*
3	6:00	Tom Donoughue, *Cambs*
DEEP SEA		
1	3:51	Phil Hughes, *Merseyside*
2	7:20	Paul Williams, *Wirral*
CI: DEFENSE		
1	2:01	Phil Hughes, *Merseyside*
2	2:26	Paul Williams, *Wirral*
ATTACK SHIP		
1	4:01	Phil Hughes, *Merseyside*
2	4:50	Paul Williams, *Wirral*
SKEDAR RUINS		
1	2:00	Phil Hughes, *Merseyside*
2	2:13	Paul Williams, *Wirral*
3	3:59	Andrew Simmonds, *Hants*
MR BLONDE'S...		
1	1:44	Phil Hughes, *Merseyside*
2	2:13	Paul Williams, *Wirral*

Perfect Dark
BEST AGENT MODE TIMES



DATADYNE: DEFECTION

1	0:12	Phil Hughes, *Merseyside*
2	0:13	Paul Williams, *Wirral*
3	0:35	Gary Carney, *Newcastle-upon-Tyne*
4	0:36	Tony Dunster, *London*
5	0:37	Jan-Erik Spangberg, *Sweden*

DATADYNE: INVESTIGATION

1	1:32	Phil Hughes, *Merseyside*
2	1:33	Paul Williams, *Wirral*
3	1:34	Gary Carney, *Newcastle-upon-Tyne*
4	1:36	Jan-Erik Spangberg, *Sweden*
5	1:39	Anthony Ratnasothy, *Essex*
5	1:39	Tony Dunster, *London*

DATADYNE: EXTRACTION

1	0:54	Phil Hughes, *Merseyside*
2	1:14	Gary Carney, *Newcastle-upon-Tyne*
3	1:18	Paul Williams, *Wirral*
4	1:19	Jan-Erik Spangberg, *Sweden*
5	1:27	Arif Mollah, *Rochdale*

CARRINGTON VILLA

1	1:18	Phil Hughes, *Merseyside*
1	1:18	Gary Carney, *Newcastle-upon-Tyne*
3	1:21	Jan-Erik Spangberg, *Sweden*
3	1:21	Paul Williams, *Wirral*
5	1:22	Tony Dunster, *London*

CHICAGO: STEALTH

1	0:16	Phil Hughes, *Merseyside*
2	0:17	Gary Carney, *Newcastle-upon-Tyne*
2	0:17	Paul Williams, *Wirral*
4	0:18	Tony Dunster, *London*
5	1:19	Jan-Erik Spangberg, *Sweden*

G5: RECONNAISSANCE

1	0:50	Phil Hughes, *Merseyside*
2	0:51	Gary Carney, *Newcastle-upon-Tyne*
3	0:55	Paul Williams, *Wirral*
4	0:58	Jan-Erik Spangberg, *Sweden*
5	1:02	Tony Dunster, *London*

AREA 51: INFILTRATION

1	1:18	Phil Hughes, *Merseyside*
2	1:19	Gary Carney, *Newcastle-upon-Tyne*
3	1:21	Paul Williams, *Wirral*
4	1:29	Tony Dunster, *London*
5	1:47	Ben Bryce, *Worthing*

AREA 51: RESCUE

1	1:36	Phil Hughes, *Merseyside*
2	1:41	Gary Carney, *Newcastle-upon-Tyne*
2	1:41	Paul Williams, *Wirral*
4	1:52	Jan-Erik Spangberg, *Sweden*
5	1:58	Tony Dunster, *London*

AREA 51: ESCAPE

1	2:34	Phil Hughes, *Merseyside*
2	2:38	Gary Carney, *Newcastle-upon-Tyne*
3	2:48	Paul Williams, *Wirral*
4	2:54	Tony Dunster, *London*
5	3:19	Andrew Simmonds, *Hampshire*

AIR BASE: ESPIONAGE

1	1:21	Phil Hughes, *Merseyside*
1	1:21	Gary Carney, *Newcastle-upon-Tyne*
3	1:25	Paul Williams, *Wirral*
4	1:31	Jan-Erik Spangberg, *Sweden*
5	1:52	Ben Gooch, *Tamworth*

AIR FORCE ONE

1	0:59	Phil Hughes, *Merseyside*
1	0:59	Gary Carney, *Newcastle-upon-Tyne*
3	1:02	Paul Williams, *Wirral*
3	1:02	Jan-Erik Spangberg, *Sweden*
5	1:07	Robert Harrison, *Wakefield*

CRASH SITE: CONFRONTATION

1	1:25	Phil Hughes, *Merseyside*
2	1:34	Jan-Erik Spangberg, *Sweden*
2	1:34	Gary Carney, *Newcastle-upon-Tyne*
2	1:34	Paul Williams, *Wirral*
5	1:57	Andrew Simmonds, *Waterlooville*

PELAGIC II: EXPLORATION

1	0:57	Phil Hughes, *Merseyside*
2	0:59	Gary Carney, *Newcastle-upon-Tyne*
3	1:07	Paul Williams, *Wirral*
4	1:18	Jan-Erik Spangberg, *Sweden*
5	2:06	Sam Harkins, *Abingdon*

DEEP SEA: NULLIFY THREAT

1	2:43	Phil Hughes, *Merseyside*
2	2:50	Paul Williams, *Wirral*
3	3:26	Gary Carney, *Newcastle-upon-Tyne*
4	3:31	Jonathan Rydstrom, *Sweden*
5	4:50	David Morris, *Wallasey*

CI: DEFENSE

1	0:56	Phil Hughes, *Merseyside*
2	0:58	Gary Carney, *Newcastle-upon-Tyne*
3	1:00	Jan-Erik Spangberg, *Sweden*
3	1:00	Paul Williams, *Wirral*
5	1:04	David Morris, *Merseyside*

ATTACK SHIP: COVERT ASSAULT

1	2:24	Phil Hughes, *Merseyside*
2	2:31	Gary Carney, *Newcastle-upon-Tyne*
3	2:32	Paul Williams, *Wirral*
4	2:45	Jan-Erik Spangberg, *Sweden*
5	3:24	David Byrne, *Dorset*

SKEDAR RUINS: BATTLE SHRINE

1	1:20	Phil Hughes, *Merseyside*
2	1:23	Paul Williams, *Wirral*
3	1:37	Gary Carney, *Newcastle-upon-Tyne*
4	1:48	Jan-Erik Spangberg, *Sweden*
5	2:16	Andrew Simmonds, *Waterlooville*

MR BLONDE'S REVENGE

1	1:34	Phil Hughes, *Merseyside*
2	1:45	Gary Carney, *Newcastle-upon-Tyne*
3	1:46	Paul Williams, *Wirral*
4	1:48	Jan-Erik Spangberg, *Sweden*
5	1:53	Matthew Li Kam Wa, *Lancashire*

DK64



RAMBI BONUS GAME

1	254	Phil Hughes, *Merseyside*
2	250	David Greenaway, *Belfast*
3	248	Terri Ann Johnston, *West Lothian*
3	248	Paddy Lane, *Co. Cork*
3	248	Jarl Andre Eltvik, *Norway*
6	244	Peter Barrett, *Co. Armagh*
7	238	Eoin O'Gorman, *Co. Tipperary*
8	228	Ben Gooch, *Tamworth*
8	228	Joseph Jennings, *Birmingham*
8	228	Arkadiusz Gabreycki, *Poland*

ENGUARDE ARENA

1	400	Sean Matthews, *Paisley*
1	400	Phil Hughes, *Merseyside*
3	365	Gavin Fuller, *Romford*
3	365	Arkadiusz Gabreycki, *Poland*
5	360	Gary Harmson, *Halifax*
6	350	Tom Craven, *Clitheroe*
7	345	Janne Kaitila, *Finland*
8	330	Lorne Tietjen, *Woking*
9	315	Scott Fitzgerald, *Dorset*
9	315	Kyan Kia, *Halifax*

DK ARCADE

1	329200	Kieran Gorman, *Dumbarton*
2	262700	Jenny Gorman, *Dumbarton*
3	221900	Ben Gooch, *Tamworth*
4	170400	David Greenaway, *Belfast*
5	154900	Mat Isaia, *Australia*
6	144500	Phil Hughes, *Merseyside*
7	127100	Griffin Leadabrand, *Australia*
8	105800	Paddy Lane, *Co. Cork*
9	92500	Matthew Sexton, *Bedford*
10	92400	Gary Harmson, *Halifax*

JETPAC

1	999995	Andrew Simmonds, *Hampshire*
2	999995	Fraser Young, *East Sussex*
3	999990	Arkadiusz Gabreycki, *Poland*
4	999660	Jake Warren, *Bristol*
5	999475	Peder Santessom, *Sweden*
6	999355	Alan Clarke, *Oxford*
7	995070	Farron Hussey, *Peterborough*
8	801680	Jenna Blackman, *Pagham*
9	712385	David Huggins, *Crawley*
10	688510	James Cull, *Redditch*

DIDDY'S MINECART RIDE

1	85	Janne Kaitila, *Finland*
1	85	Denis Craven, *Lancashire*
1	85	Arkadiusz Gabreycki, *Poland*
1	85	Ruben Larsen, *Norway*
1	85	James Hogg, *Barnet*
1	85	Phil Hughes, *Merseyside*
1	85	Oliver Jones, *Wolverhampton*
8	84	Tom Craven, *Lancashire*
9	83	Jenna Blackman, *Pagham*
9	83	Timothy Staines, *Iford*

GO! GO!

The World is Not Enough

BEST AGENT MODE TIMES

COURIER		
1	0:15	Laurie Johnson, *Herts*
2	1:05	Hugo Turner, *Bath*
3	1:11	Ashley Wright, *Ilkley*
4	1:15	David Morris, *Wallasey*
KING'S RANSOM		
1	1:54	Laurie Johnson, *Herts*
2	2:00	Hugo Turner, *Bath*
3	2:50	Mark Nisbet, *Ayrshire*
4	3:36	David Morris, *Wallasey*
5	5:07	Mark Armitage, *Essex*
THAMES CHASE		
1	1:15	John Hope, *Northampton*
2	1:16	Hugo Turner, *Bath*
3	1:17	Laurie Johnson, *Herts*
3	1:17	Robin Bradley, *Basingstoke*
5	1:24	Ashley Wright, *Ilkley*
UNDERGROUND UPRISING		
1	1:52	Hugo Turner, *Bath*
2	1:54	Robin Bradley, *Basingstoke*
3	2:05	Laurie Johnson, *Herts*
4	2:21	Ashley Wright, *Ilkley*
5	2:52	David Morris, *Wallasey*
COLD RECEPTION		
1	2:31	Robin Bradley, *Basingstoke*
2	2:47	Chris Suddick, *Herts*
3	2:57	Hugo Turner, *Bath*
4	2:59	Laurie Johnson, *Herts*
5	3:35	Mark Nisbet, *Ayrshire*
NIGHT WATCH		
1	1:59	Laurie Johnson, *Herts*
2	2:04	Robin Bradley, *Basingstoke*
MIDNIGHT DEPARTURE		
1	3:34	Laurie Johnson, *Herts*
2	We want your times!	
MASQUERADE		
1	2:46	Laurie Johnson, *Herts*
2	We want your times!	
CITY OF WALKWAYS I		
1	3:11	Laurie Johnson, *Herts*
2	We want your times!	
CITY OF WALKWAYS II		
1	3:10	Laurie Johnson, *Herts*
2	We want your times!	
TURNCOAT		
1	2:36	Robin Bradley, *Basingstoke*
2	2:39	Laurie Johnson, *Herts*
FALLEN ANGEL		
1	2:08	Robin Bradley, *Basingstoke*
2	2:23	Laurie Johnson, *Herts*
A SINKING FEELING		
1	3:29	Laurie Johnson, *Herts*
2	We want your times!	
MELTDOWN		
1	3:09	Laurie Johnson, *Herts*
2	We want your times!	

Majora's Mask

GORON RACES		
1	1:15.40	Tommy Rushton, *Manchester*
2	1:15.85	Tom Demandt, *Belgium*
3	1:16.43	Jan-Erik Spangberg, *Sweden*
4	1:16.52	Sean Matthews, *Paisley*
5	1:17.76	Kieran Warden, *Co. Galway*
GORMAN TRACK		
1	57"13	Jan-Erik Spangberg, *Sweden*
ROMANI RANCH		
1	23"37	Jan-Erik Spangberg, *Sweden*
BEAVER RACE 1 (20 RINGS)*		
1	30"19	Jan-Erik Spangberg, *Sweden*
BEAVER RACE 2 (25 RINGS)*		
1	23"97	Jan-Erik Spangberg, *Sweden*
2	17"03	Kieran Warden, *Co. Galway*
3	14"09	Tom Demandt, *Belgium*
4	12"74	Michael Oakes, *Cheshire*
5	10"80	Michael Wakely, *Exeter*

*Time remaining on clock

Rush 2049

MARINA		
1	0:53.479	Richard Long, *Isle of Wight*
2	0:53.893	Lars Barlindhaug, *Norway*
3	0:54.109	Matt Slinn, *Cheltenham*
4	0:55.597	Michael Rose, *Manchester*
5	0:56.082	David Crowther, *Kent*
HAIGHT		
1	1:16.451	Matt Slinn, *Cheltenham*
2	1:17.139	Richard Long, *Isle of Wight*
3	1:17.762	Michael Rose, *Manchester*
4	1:19.003	Lars Barlindhaug, *Norway*
5	1:20.274	Niall Moore, *Co. Limerick*
CIVIC		
1	1:17.936	Michael Rose, *Manchester*
2	1:20.613	Matt Slinn, *Cheltenham*
3	1:21.918	Lars Barlindhaug, *Norway*
4	1:21.106	Richard Long, *Isle of Wight*
5	1:22.096	Niall Moore, *Co. Limerick*
METRO		
1	1:44.716	Matt Slinn, *Cheltenham*
2	1:47.563	Richard Long, *Isle of Wight*
3	1:49.110	Niall Moore, *Co. Limerick*
4	1:49.147	Michael Rose, *Manchester*
5	1:50.847	David Crowther, *Kent*
MISSION		
1	1:23.350	Michael Rose, *Manchester*
2	1:26.166	David Crowther, *Kent*
3	1:27.389	Richard Long, *Isle of Wight*
4	1:27.814	Lars Barlindhaug, *Norway*
5	1:28.538	Matt Slinn, *Cheltenham*
PRESIDIO		
1	1:56.191	Michael Rose, *Manchester*
2	1:57.842	Richard Long, *Isle of Wight*
3	1:59.006	Matt Slinn, *Cheltenham*
4	2:02.787	Lars Barlindhaug, *Norway*
5	2:04.904	David Crowther, *Kent*

F-Zero X

SAND OCEAN		
1	1'09"340	Damien Golding, *Watford*
2	1'12"463	Andrew Mills, *Dundee*
3	1'13"464	Kieran Gorman, *Dumbarton*
BIG BLUE		
1	1'27"690	Adam Tucker, *Great Yarmouth*
2	1'29"634	Gary Carney, *Newcastle-upon-Tyne*
3	1'30"852	Andrew Mills, *Dundee*
SECTOR ALPHA		
1	1'16"178	David Van Moer, *Belgium*
2	1'16"336	Damien Golding, *Watford*
3	1'19"578	Jenny Gorman, *Dumbarton*
DEVIL'S FOREST 2		
1	1'15"011	Phil Hughes, *Widnes*
2	1'16"218	Hedley Gabriel, *Essex*
3	1'18"399	Adam Tucker, *Great Yarmouth*
FIRE FIELD		
1	1'11"599	David Van Moer, *Belgium*
2	1'14"360	Phil Hughes, *Widnes*
3	1'15"028	Adam Tucker, *Great Yarmouth*
RED CANYON 2		
1	1'20"467	David Van Moer, *Belgium*
2	1'33"471	Andrew Mills, *Dundee*
3	1'33"776	Adam Tucker, *Great Yarmouth*
SPACE PLANT		
1	1'53"537	Damien Golding, *Watford*
2	1'53"944	David Van Moer, *Belgium*
3	2'00"535	Adam Tucker, *Great Yarmouth*
PORT TOWN 2		
1	1'41"918	David Van Moer, *Belgium*
2	1'52"032	Paul Galvin, *Dublin*
3	1'52"315	Damien Golding, *Watford*
SAND OCEAN 2		
1	1'27"887	David Van Moer, *Belgium*
2	1'35"198	Andrew Mills, *Dundee*
3	1'36"776	Adam Tucker, *Great Yarmouth*

Banjo-Tooie

MINIGAME SCORES

ZUBBA'S HIVE		
1	71pts	Ben Bryce, *Worthing*
BALLOON BURST		
1	73pts	Nick Nadeau, *Cambridgeshire*
POT O' GOLD		
1	36secs	Ben Bryce, *Worthing*
2	40secs	Nick Nadeau, *Cambridgeshire*
MINI-SUB CHALLENGE		
1	130pts	Michael Hardy, *West Yorkshire*
2	115pts	Morten Tronstad, *Norway*
3	112pts	Ben Bryce, *Worthing*
4	99pts	Nick Nadeau, *Cambridgeshire*
CHOMPA'S BELLY		
1	133pts	Ben Bryce, *Worthing*
2	109pts	Nick Nadeau, *Cambridgeshire*
SAUCER OF PERIL		
1	562pts	Nick Nadeau, *Cambridgeshire*

Mario Golf



TOAD HIGHLANDS		
1	8’17”40	Warren ‘Big Woz’ Bright, *Oxford*
2	8’33”08	Chris Webb, *Gloucester*
3	8’34”64	John Jehan, *Jersey*
4	8’41”96	Raymond Wegman, *Holland*
5	9’18”68	Jon McIlvaney, *Washington*

KOOPA PARK		
1	8’52”08	Warren ‘Big Woz’ Bright, *Oxford*
2	9’08”60	John Jehan, *Jersey*
3	9’13”48	Chris Webb, *Gloucester*
4	9’16”20	Raymond Wegman, *Holland*
5	10’32”68	Gary Carney, *Newcastle-upon-Tyne*

SHY GUY DESERT		
1	9’08”88	Warren ‘Big Woz’ Bright, *Oxford*
2	9’13”88	Chris Webb, *Gloucester*
3	9’25”04	John Jehan, *Jersey*
4	9’25”56	Raymond Wegman, *Holland*
5	10’47”72	Gary Carney, *Newcastle-upon-Tyne*

YOSHI’S ISLAND		
1	9’21”76	Warren ‘Big Woz’ Bright, *Oxford*
2	9’42”12	John Jehan, *Jersey*
3	9’51”60	Chris Webb, *Gloucester*
4	9’54”68	Raymond Wegman, *Holland*
5	11’03”28	Karl von der Luehe, *Surrey*

BOO VALLEY		
1	10’05”72	Warren ‘Big Woz’ Bright, *Oxford*
2	10’34”00	John Jehan, *Jersey*
3	10’39”08	Chris Webb, *Gloucester*
4	10’52”72	Raymond Wegman, *Holland*
5	11’44”36	Gary Carney, *Newcastle-upon-Tyne*

MARIO’S STAR		
1	9’24”20	Warren ‘Big Woz’ Bright, *Oxford*
2	10’08”00	John Jehan, *Jersey*
3	10’09”48	Chris Webb, *Gloucester*
4	10’18”24	Raymond Wegman, *Holland*
5	11’54”76	Thomas Grandjean, *Switzerland*

Ridge Racer 64
RACE RECORDS



RIDGE RACER NOVICE		
1	0’56”780	Thomas Hower, *Denmark*
2	0’56”920	Kieran Warden, *Co. Galway*
3	0’57”320	Jan-Erik Spangberg, *Sweden*
4	0’59”880	Stephen Cairns, *Edinburgh*
5	1’03”660	Matthew Sexton, *Bedford*

REVOLUTION NOVICE		
1	1’36”380	Jan-Erik Spangberg, *Sweden*
2	1’41”300	Kieran Warden, *Co. Galway*
3	1’46”460	Ashley Wright, *Ilkley*
4	1’46”820	Thomas Hower, *Denmark*

RENEGADE NOVICE		
1	1’22”440	Jan-Erik Spangberg, *Sweden*
2	1’25”320	Kieran Warden, *Co. Galway*
3	1’40”620	Ashley Wright, *Ilkley*
4	1’40”660	Thomas Hower, *Denmark*

REVOLUTION INTERMEDIATE		
1	2’11”840	Jan-Erik Spangberg, *Sweden*
2	2’27”040	Kieran Warden, *Co. Galway*
3	2’35”020	Ashley Wright, *Ilkley*
4	3’02”360	Mark Armitage, *Essex*
5	4’10”760	Thomas Hower, *Denmark*

RENEGADE INTERMEDIATE		
1	1’37”080	Jan-Erik Spangberg, *Sweden*
2	1’48”400	Kieran Warden, *Co. Galway*
3	2’00”160	Thomas Hower, *Denmark*

RIDGE RACER EXPERT		
1	2’11”580	Jan-Erik Spangberg, *Sweden*
2	2’22”720	Kieran Warden, *Co. Galway*
3	2’26”280	Ashley Wright, *Ilkley*
4	2’29”560	Thomas Hower, *Denmark*

REVOLUTION EXPERT		
1	2’33”120	Jan-Erik Spangberg, *Sweden*
2	2’54”400	Kieran Warden, *Co. Galway*
3	3’00”860	Ashley Wright, *Ilkley*
4	3’01”080	Thomas Hower, *Denmark*

RENEGADE EXPERT		
1	2’20”160	Jan-Erik Spangberg, *Sweden*
2	2’36”560	Kieran Warden, *Co. Galway*
3	2’53”580	Ashley Wright, *Ilkley*
4	2’55”740	Thomas Hower, *Denmark*

RIDGE RACER EXTREME		
1	2’02”660	Jan-Erik Spangberg, *Sweden*
2	2’12”080	Kieran Warden, *Co. Galway*
3	2’17”800	Stephen Cairns, *Edinburgh*
4	2’28”360	Thomas Hower, *Denmark*

How to enter

Remember, you need to send in a photo or video for your effort to be confirmed. Any photos MUST have your name, address and score/time on the back. Videos must have a label attached, with all of the aforementioned information easily legible.

Pack up your bits and send them all to:
I'm the Best, N64 Magazine,
30 Monmouth Street, Bath, BA1 2BW.

If you'd like to have your videos or photographs back, please include a stamped, addressed envelope (with the correct number of stamps) and we'll promise to do our best to return them to you.

And remember, each issue of the mag has to be completed far earlier than you could ever imagine, so don't fret if your entry doesn't appear in the first issue after you put your stuff in the post – it'll be there in the next one.

Smash Bros
BONUS 1 TIMES



MARIO		
1	10”05	Jan-Erik Spangberg, *Sweden*
2	10”30	Phil Hughes, *Merseyside*
3	10”70	Jonathan Rydstrom, *Sweden*

DONKEY KONG		
1	12”80	Phil Hughes, *Merseyside*
2	12”85	Jan-Erik Spangberg, *Sweden*
3	14”13	Hamid Momatash, *Gateshead*

YOSHI		
1	17”93	Phil Hughes, *Merseyside*
2	19”39	Hamid Momatash, *Gateshead*
3	19”59	Jan-Erik Spangberg, *Sweden*

KIRBY		
1	17”77	Phil Hughes, *Merseyside*
2	18”65	Hamid Momatash, *Gateshead*
3	19”95	Jan-Erik Spangberg, *Sweden*

LINK		
1	16”23	Phil Hughes, *Merseyside*
2	16”69	Jan-Erik Spangberg, *Sweden*
3	17”63	Hamid Momatash, *Gateshead*

FOX		
1	12”23	Phil Hughes, *Merseyside*
2	13”75	Jan-Erik Spangberg, *Sweden*
3	13”87	Hamid Momatash, *Gateshead*

PIKACHU		
1	10”30	Phil Hughes, *Merseyside*
2	10”80	Hamid Momatash, *Gateshead*
3	10”81	Jan-Erik Spangberg, *Sweden*

BONUS 1 TOTAL TIME		
1	2’54”28	Phil Hughes, *Merseyside*
2	3’10”94	Jan-Erik Spangberg, *Sweden*
3	3’19”55	Hamid Momatash, *Gateshead*
4	3’24”50	Ben and Tom Rumsby, *Bristol*
5	3’37”40	Jonathan Rydstrom, *Sweden*

BONUS 2 TOTAL TIME		
1	4’49”91	Phil Hughes, *Merseyside*
2	5’49”88	Hamid Momatash, *Gateshead*
3	5’56”63	Ben and Tom Rumsby, *Bristol*
4	6’35”21	Matthew Sexton, *Bedford*

Pokémon Snap



REPORT TOTALS		
1	294390	Andrew Simmonds, *Hampshire*
2	285150	Aidan Walters, *Doncaster*
3	284710	Craig Yip, *Liverpool*
4	280710	Miss I. Glover, *Chorley*
5	275170	Nayaab Islam, *London*
6	274490	Keith Vacher, *Hampshire*
7	271650	Daniel and Liam Allsworth, *Oxford*
8	271520	Kimmo Kartasalo, *Finland*
9	271190	John Sanderson, *Telford*
10	265250	Rosie Holliday, *Kent*



In association with 

Ready yourself: our new Skill Club 2001 leagues kick off next month!

skill club MILLENNIUM NEW! 2001

Come, gather around, eager challengemeisters… Night has now fallen on the old Skill Club Millennium – the leagues over the page are the final standings. Congratulations if you're in there, commiserations if you're not. But that's all history, for a new day is about to dawn, bringing with it many good things – including leagues bearing the names of the first folk to take a pew in the revamped Skill Club.

It'll be bigger and better than ever – indeed, the 20 new challenges opposite are just the beginning of things. You can trust us to keep pushing you onwards, making you discover new boundaries to your videogaming skills – then driving you to blow them clean away.

It makes no difference if you're an old hand at Skill Club or 100% new to its trials, it works just the same. Opposite are 20 challenges. Choose which ones you want to complete – three for Bronze, seven for Silver, ten for Gold and 14 for Platinum – then send us photo or video proof when you've done them. We'll accept your details on a separate piece of paper for now; the form will be back next month.

Everyone who makes the grade will earn a smart-as-you-like Skill Club certificate, plus a precious **N64** pin badge. And while we know that those coveted rewards – coupled with a glow of satisfaction that only hardcore gamers feel – will be enough on their own, we're also cooking up some tasty prizes for those of you who manage to clamber to the higher echelons of the Club. We'll make it worth your while…

the rules

- *You need to accomplish three challenges to earn yourself a Bronze placing, seven for Silver, ten for Gold and 14 for Platinum. And if you manage all 20, we'll rustle up something extra special…*
- *You can enter whichever challenges you like – it is entirely up to you.*
- *You can use PAL (UK or Australian) or NTSC (US or Japanese) copies of the game, but if you opt for NTSC you'll have to achieve the faster of the two listed times for* Mario Kart.
- *Each challenge entered must be accompanied by photographic or video proof.*
- *We know how to recognise the influence of cheat carts and codes, plus doctored digital camera shots. Offenders will be held up to ritual humiliation and stoned out of the country by zealous citizens.*
- *You can enter the leagues in stages if you wish. Make it into the Bronze league first, then later you can send us further proof to elevate yourself to a loftier position. Bonzer.*
- *Bronze, Silver, Gold and Platinum leagues will be published in a future edition of* **N64**.
- *If you'd like your tapes or photographs back, please include a stamped, addressed envelope.*

HOW TO… prove your achievements

Taking photographs

Point at the screen and click away. For best results, turn off or cover up the flash (it will reflect off the screen), draw the curtains and use a fast film – 200 or, best of all, 400 ASA. With a digicam, use a slow shutter speed.

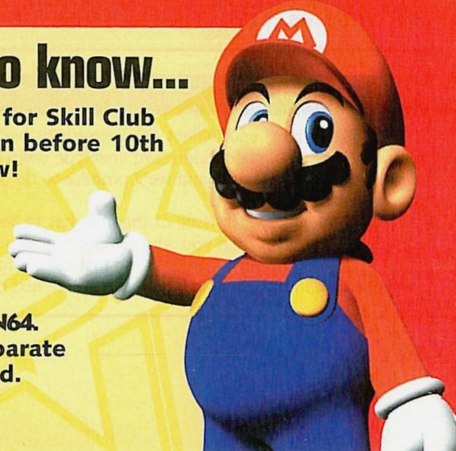
Taking videos

1. *Take the lead that connects your N64 to your TV and plug it into the 'Signal In' socket on the back of your video.*
2. *Connect the 'Signal Out' socket on your video to your TV and turn both on.*
3. *Switch your TV to the video channel and switch on your N64 with a game plugged into it.*
4. *Find a spare channel on the video's tuning mechanism and look for the N64 signal. Save the setting.*
5. *Complete your challenge and get to the appropriate result screen.*
6. *Pop in a tape and press 'record'. Press 'Stop' after five seconds or so.*
7. *Repeat steps 5 and 6 according to the number of challenges you're attempting.*
8. *Rewind the tape to the start of your evidence (so we can see your scores quickly and easily). And that's about it.*

GET PLAYING! GET PLAYING! GET PLAYING!

New Skill Club: what you need to know…

- **The 20 new challenges opposite will form the basis for Skill Club Next Gen, the all-new Skill Club. Entries should be in before 10th August for inclusion in issue 60 – so get playing now!**
- **Skill Club Next Gen will feature a brand-new structure and some amazing new prizes, as well as Skill Club's famed certificates of achievement.**
- **If you need a form to enter, check out issue 57 of N64. Alternatively, for this month only, we'll accept a separate piece of paper with your completed challenges listed.**



NEW LEAGUES NEXT MONTH

challenge A — F-Zero X

What you must do: Beat a time of 1'50" on Port Town 2.
Proof: A photo of your time, shown on the info screen after the race.
Helpful tips: The free Double Game Guide+ stuck to issue 22 should provide you with all the help you need.



challenge B — ISS 2000

What you must do: Finish all the scenarios.
Proof: A photo of the two completed Scenario screens.
Helpful tips: Tips ahoy in the DGG+ attached to issue 49, *and* the 'Best of 2000' book that came free with issue 51.



challenge C — Battle for Naboo

What you must do: Earn Gold Medals on all 18 levels – that includes the three secret missions.
Proof: A photo of the player select screen, showing how many medals you've collected.
Helpful tips: Why, there was a DGG+ free with **N64**/57.



challenge D — Super Mario 64

What you must do: Beat 0'13" on the Princess' Slide.
Proof: A photo of your time at the finish line.
Helpful tips: For a massive shortcut, press Z and B just before you hit the slide – then, after the tunnel, leap left over the wall and use B to bellyflop onto the track below. Yikes.



challenge E — Conker's Bad Fur Day

What you must do: Score 10 headshots against CPU-controlled Frenchies in the Beach multiplayer scenario.
Proof: A photo of the final stats screen, showing your score.
Helpful tips: No multiplayer tips as such, but try the walkthroughs in issues 54 and 55 for general advice.



challenge F — Lylat Wars

What you must do: All rings and 70 hits on the Training mode, *before* entering the all-range mode arena.
Proof: Pause the game as you pass through the final ring and take a photo.
Helpful tips: **N64**/8's free poster, or the DGG+ on issue 13.



challenge G — Quake II

What you must do: Beat 1'10" on Twists.
Proof: A photo of the stats screen, please, which pops up as soon as you finish the level.
Helpful tips: All manner of tips are to be found in **N64**/33.



challenge H — Wave Race 64

What you must do: Beat a score of 66,000 on Stunt Mode at Dolphin Park.
Proof: A photo of the stats screen, showing your score.
Helpful tips: **N64**/2's your man, along with the torrent of tips featured in the DGG+ stuck to the front of issue 14.



challenge I — Ridge Racer 64

What you must do: Beat a race time of 1'10" on Ridge Racer Novice.
Proof: A photo of the records screen.
Helpful tips: Mark demonstrated the perfect Ridge Racer Novice lap in **N64**/41. Get to it!



challenge J — Mario Kart 64

What you must do: Beat a time of 2'20" (PAL) or 2'09" (NTSC) on Bowser's Castle.
Proof: A picture of the records screen, showing your time.
Helpful tips: Try the unnervingly helpful review in issue 4, the tips in issue 5, or the DGG+ attached to issue 13.



challenge K — Zelda: Majora's Mask

What you must do: Win the Fierce Deity's mask – by collecting all the other masks, then finishing the game.
Proof: An in-game photo, showing Link in Fierce Deity form (you'll need to be in a boss arena).
Helpful tips: A handy book on **N64**/50, and tips in issue 52.



challenge L — GoldenEye 007

What you must do: Survive the Cradle on 00 Agent for 15 minutes.
Proof: A photo of the Mission Complete screen, clearly showing your time.
Helpful tips: Tips in **N64**/10, plus the DGG+ from issue 12.



challenge M — Perfect Dark

What you must do: Unlock all the cheats. That's a grand total of 43 cheats for you to collect…
Proof: Photographs of all the cheat menus – six in all.
Helpful tips: Tips in issues 44, 45 and 46, and the book that came bundled with issue 46.



challenge N — Banjo-Tooie

What you must do: Collect all 90 jiggies.
Proof: A photo of the information contained in the game's pause screen.
Helpful tips: Everything you need to know is wrapped up in the book given away free with issue 55.



challenge O — Tony Hawk's Skateboarding

What you must do: Unlock Officer Dick by collecting all thirty tapes and winning every medal.
Proof: A photo of *Tony*'s Character Select screen with Dick clearly visible.
Helpful tips: Alan fashioned a full guide in **N64**/42.



challenge P — Mario Tennis

What you must do: Complete the horrifyingly difficult Planet Cup with all 16 characters.
Proof: A photo of the Player Select screen showing the CPU difficulty as 'Intense' (unlocked after doing the challenge.)
Helpful tips: Check out Dr Kitts' DGG+, as seen on issue 48.



challenge Q — The World is Not Enough

What you must do: Finish the game on 00 Agent difficulty.
Proof: A photo of the multiplayer select screen, clearly showing 'Golden Gun Mode' (which is unlocked when you complete *TWINE* on 00 Agent).
Helpful tips: Tips in issue 50, plus the DGG+ with issue 52.



challenge R — WWF No Mercy

What you must do: Defeat at least 100 opponents in Survival mode.
Proof: A photo of the final stats screen, showing your wins.
Helpful tips: Check out the splendid tips guide in issue 50, and the DGG+ taped to the cover of **N64**/52.



challenge S — Super Smash Bros

What you must do: Finish the game with a score of more than 1,000,000 points.
Proof: A photo of the Character Select screen – hold the glove over your character to display the high score.
Helpful tips: Issue 37's guide lays bare the scoring system.



challenge T — Excitebike 64

What you must do: Unlock *Excite-3D* – which is done by winning the final Challenge Pro championship.
Proof: A photo of the Special Tracks select screen.
Helpful tips: Stuck to the front of issue 57 was a DGG+ overflowing with *Excitebike 64* tippery.



GO! GO!



HALL OF FAME

PLATINUM Club
complete 14 challenges

- **Anthony Woods**, *Wolverhampton*
- **Matthew Hall**, *Ruislip*
- **Richard Milham**, *Wolverhampton*
- **David Cittern**, *Middlesex*
- **Andrew McGrae**, *Southport*
- **Matthew Weston**, *Nottingham*
- **Dan Masters**, *Australia*
- **Gary Brawn**, *Cheshire*
- **Justin Badger**, *Wolverhampton*

FINAL STANDINGS

SILVER Club
complete 7 challenges

Jamie Chambers, *Cheshire*	A,D,E,H,K,L,P
Mike Richards, *Westbury*	B,G,H,L,N,R,S
Martin Flynn, *Kent*	D,J,K,L,M,N,R
Alex McIver, *Edinburgh*	A,C,D,L,M,N,S
Lorne Tietjen, *Woking*	D,E,F,H,I,J,O
Riki Taylor, *New Zealand*	C,G,I,K,N,R,S
Stephen Woods, *Lanarkshire*	A,C,D,E,G,J,L
The Alliance (c/o Richard Granville), *Bridgend*	C,G,L,N,P,R,S
Colin White, *Derbyshire*	G,H,J,L,N,R,S
Simon Nash, *Watford*	H,L,N,P,R,S,T
Georgio Venturino, *Italy*	C,E,L,N,Q,R,S
Bruce Thompson, *Edinburgh*	B,G,K,L,Q,R,T
Scott Houston, *Co. Antrim*	D,F,I,K,L,N,R,S
James McDermott, *Australia*	C,E,G,I,L,N,Q,R

FINAL STANDINGS

GOLD Club
complete 10 challenges

Gary Carney, *Newcastle-Upon-Tyne*	A,C,D,G,K,L,O,P,R,S
Jonathan Bird, *Suffolk*	C,E,G,I,J,N,O,P,Q,R
Craig Silcocks, *Trowbridge*	B,C,D,G,H,J,L,N,R,S
Ben Wells, *Suffolk*	C,E,G,I,J,N,O,P,Q,R
Jamie Hobbs, *Thetford*	A,D,E,J,K,M,N,P,R,S
Chris Caufield and Sam Moorhouse, *Halifax*	C,G,K,L,N,P,Q,R,S,T
Jan-Erik Spangberg, *Sweden*	A,C,E,G,H,I,L,P,R,S
Kostas A. Mitzithras, *Greece*	B,C,H,J,L,N,P,R,S,T
Christophe Zerathe and Thomas Grand, *Switzerland*	C,D,I,K,L,N,P,R,S,T
George Ransley, *Southampton*	C,D,E,G,H,K,L,M,N,S
Joseph and Jerry Murphy, *Co. Cork*	A,B,C,G,H,L,N,O,R,S
James and Tom Forward, plus Roman Moxham, *Australia*	C,E,G,I,K,L,N,Q,R,S
Ciaran Spence, *Co. Antrim*	C,D,G,H,I,J,L,M,Q,T
Tony Dunster, *London*	A,B,C,G,I,J,K,L,M,R
Andrew Simmonds, *Waterlooville*	A,B,E,G,H,J,L,N,P,S
Joel Fuller, *Australia*	C,D,E,G,H,I,K,L,N,P,R,S

FINAL STANDINGS

BRONZE Club
complete 3 challenges or more

Stefan Charles, *Dorchester*	L,N,S
Ben Cook, *Shoreham-by-Sea*	D,L,R
Lorenz Pasch, *London*	B,L,P
Damien Plumb, *Cambridge*	L,N,P
Jonathan Walker, *West Midlands*	K,R,S
Christopher Simon Davies, *Walsall*	B,H,P
William Clifton, *Newcastle-upon-Tyne*	L,Q,S
Anders Tonsberg, *Norway*	L,P,S
Christopher Fennelly, *London*	L,R,S
Matthew Wilkins, *Malmesbury*	A,G,K
Matthew Sexton, *Bedford*	C,P,S
Janne Kaitila, *Finland*	D,R,S
James McGuigan, *Co. Armagh*	L,P,R
Hedley Gabriel, *Essex*	L,N,S
James Talbot-Hammond, *Farnham*	C,R,S
Chris Lowe, *Tyne & Wear*	A,L,R
Morten Tronstad, *Norway*	N,R,S
Daniel McGarrigle, *Ireland*	L,N,R
Thomas Beesley, *Burton-on-Trent*	C,R,S
James Fowler, *Staffs*	N,R,S
Alexander Davies, *Wales*	L,R,S
Ciarán O'Mara, *Dublin*	C,R,S
Adam Bull, *Leeds*	E,P,R
Matthew Hart, *Holland*	C,L,S
Simon Hynard, *Norwich*	C,P,R
Michael Oakes, *Nantwich*	C,Q,R
Stewart McIver, *Edinburgh*	C,N,S
Neil Coffey, *East Kilbride*	N,P,S
Mark Hall, *Newport*	E,L,S
Martyn Cook, *Ayrshire*	C,K,S
Karl von der Luehe, *Surrey*	B,P,S
John Calderon, *Lanarkshire*	G,R,S
Ben Wilkins, *Australia*	C,H,L
Martin Gore, *Dublin*	N,P,S
Stephen Hibbs, *London*	L,R,S
Ian Calderwood, *Harpenden*	E,L,T
Nader Kohbodi, *Anglesey*	B,P,S
Bobby Matthews, *Kingston-upon-Thames*	C,L,S
John Burke, *Bromley*	H,N,P
Alex Hellowell, *St Albans*	K,L,S
Andrew McQuillan, *Australia*	C,N,R
Tim Witney, *Essex*	L,N,O
Chris Eaves, *Newport Pagnell*	L,S,T
Mark Timlin, *Sunderland*	J,K,S
David Morris, *Merseyside*	B,G,L
David Coleman, *Ireland*	E,G,S
Stuart Barrett, *Manchester*	C,N,P
Nicole Thiele, *Australia*	K,N,S
Leigh Chambers, *Warrington*	D,K,L
John Gallagher, *Ayrshire*	A,L,S
Matthew Prior, *Norfolk*	N,Q,R
James Broyd, *Surrey*	H,J,S
David King, *Kent*	N,P,S
Steve Wilkes, *Oxfordshire*	E,R,S
Tom Magee, *BFPO 39*	L,N,S
Daniel and Liam Allsworth, *Oxford*	G,P,R
Marcus Lindberg, *Dubai*	H,J,S
Joe Ward, *Kent*	I,N,P
B Thomson, *Edinburgh*	G,K,R
Gary Bromham, *Swansea*	C,K,L
Daniel Mitchell, *East Sussex*	L,R,S
David Jedrzejewski, *Australia*	K,L,S
Christian Lindsay-Smith, *Tamworth*	B,L,P
John Kilfeather, *Co. Kildare*	H,N,T
Brian P. Gallagher, *Ireland*	C,K,L
Brahma Mohanty, *Oldham*	G,K,S
Tara Tietjen, *Woking*	F,H,I,J
David Conroy, *Accrington*	C,N,R,S
Matthew Li Kam Wa, *Lancashire*	C,F,L,S
Ruben Larsen, *Norway*	I,K,N,R
Bent Eigil Sumelius, *Norway*	A,B,C,H
Sheldon Marsh, *Somerset*	C,F,N,S
Dylan Foale, *Devon*	C,L,M,R
Kasper Bruun, *Denmark*	C,G,L,Q
Turo Halinen, *Finland*	C,D,R,S
Chris Scott, *London*	G,L,P,R
Matt Swales, *Australia*	L,P,R,S
Luke Wilson, *Stourport-on-Severn*	L,P,S,T
Anthony Coombes, *Bridgwater*	E,G,L,Q
James O'Leary, *London*	C,E,G,L
Raymond Wegman, *Holland*	P,Q,R,S
Kimmo Kartasalo, *Finland*	C,N,R,S
Michael Rose, *Manchester*	K,L,N,S
Guy Taylor, *Peterborough*	J,K,L,R
Patrick King, *Coventry*	C,K,L,S
Michael Wakely, *Exeter*	D,L,R,S
Alicia Thompson, *Sheffield*	A,B,C,L,O
Chris Bartlett, *Kent*	A,D,J,L,S
Daniel Nolan, *London*	K,L,P,R,S
David Ainscough, *Australia*	L,P,R,S,T
Chris Richards & Michael Petch, *Doncaster*	C,G,K,L,S
David Furness, *Edinburgh*	C,G,K,L,P
Stephen Larner, *Stoke-on-Trent*	C,N,O,Q,R
Peter Bottomley, *Cheshire*	J,L,N,O,R
Peter Barrett, *Co. Armagh*	F,I,L,P,R
Richard Kelly, *Yorkshire*	B,G,L,O,Q
Robin Bradley, *Basingstoke*	I,J,K,L,N
Owen Flanders, *Worlingham*	J,L,N,O,S
Iain Smith, *Staffordshire*	C,H,J,L,P
James Bachellier, *Paignton*	B,L,P,R,S
Simon Johanssen, *Sweden*	A,E,L,N,P,R
Richard Jenkins, *Scotland*	B,C,H,K,L,R
Mark Poulter, *Warrington*	C,H,J,L,N,S

Yes, yes, his head *is* rather large – but he needs that to contain all his amazing gaming wisdom.

Dr. Kitts' Game Clinic

THE DOCTOR IS... in



Dr Kitts,
In *Conker's Bad Fur Day*, the barrel on top of the hill where all the worms are telling me that I don't have enough money. I've been back everywhere to see if I missed any, but I just can't find more money anywhere.
Jamie Walters, Bradford.

Dr Kitts quietly lets one rip, then sidles innocently away...
If you're sure that you've collected all the money from each section, the only wad of cash you may have missed – like many people out there – is the one hidden in the honeycomb near the wasps' lair. In order to get that cash, you'll need to crouch-jump into the hole to the left of the hive's entrance. Once near the hole, enter it to emerge from another hole further up. Jump from here to the next visible hole – and so on. Eventually you'll reach the wad of cash you can hear screaming near the whirlpool.

Dr Kitts
Could you tell me how to unlock the secret characters in *Mickey's Speedway USA*, please?
Graham Shields, Chippenham

Dr Kitts sticks two records to his head and sucks on some helium...
Right then. To unlock Dewey you'll need to get Gold for the first three tournaments in Amateur mode.
For Louie – the best racer of them all – achieve Gold in the first three tournaments in both Intermediate and Amateur modes. For the super-fast Professor, you'll need to win Platinum cups on all of the circuits on all of the difficulty levels. Next!

Dr Kitts
I can't get the final Primagen Key in *Turok 2*. I can see it at the start of the level, but there's a force field around it. How do I get it?
Steven Warburton, Wigan

Dr Kitts whips out his machete and hunts down his tortoise...
This one is certainly tricky, Steve, and it takes some time to finish, so I don't have enough space to walk you through it all – these tips should help, though. To get to the key you'll need to deactivate four switches around the level. You'll know if you're on the right track because the previously lit objects in the key room will be in darkness when you re-enter. The first switch is easy as it's clearly visible a little way from the key room. The second and third can be found in the part of the level accessed through the hallway to the left. To reach these you'll need the Leap of Faith talisman and the Eye of Truth talisman. You'll know you're in the right place because the switches will be guarded by elite troopers. The last switch is the hardest to locate. It's near the tower where you placed the Ion Capacitors. Dive into the water and explore the area. You'll eventually find a tunnel – follow it to find a switch at the end. Now go back to the room and grab the key before returning to the central hub.

Dr Kitts
I can't find the alien artifacts in Siberia in *Body Harvest*. I have a hard enough time staying alive, let alone hunting for the things. Also, how do you save the power plant? Please help me!
Gavin Crompton, Edinburgh

Dr Kitts smirks as he nukes another ants' nest...
There are three artifacts to find in Siberia. The first is inside the cave on the side of the mountain. (E7 on your map). The second can be found in the radio station in Vadensk. The final artifact is in the bigger of the three houses in Zhivago.
To save the power plant, take the reactor key and head to the big central building. Go inside and talk to the guy on the ground before heading to the room with the bank of switches. The combination for the switches is 1,2,4,3 – job done.

Dr Kitts
In *Banjo-Tooie*, I'm stuck on Jolly Roger's Lagoon. I can't find Humba Wumba. Where is she?
Andrew Hannah, Lockerbie

Dr Kitts straightens his feathers and wails like an Apache...
Dive into the water and swim through the cavern below. Head into the cave that's guarded by the octopus and you'll enter an Atlantis-style area. Look to your right and swim through the small tunnel. Humba Wumba's teepee is partly submerged in this cave.



Got a gaming query?

Doesn't matter how small or how precise, write in to Dr Kitts for the answer. Detail your problem in the box provided (use a separate piece of paper if necessary) and post it off to:

Dr Kitts' Game Clinic,
N64 Magazine,
30 Monmouth Street, Bath, BA1 2BW.

cut out and send



Good afternoon Doctor...

I've got this terrible gaming affliction – it's like this...

My name is ....

and I live at ....

....

....

.... Postcode ....



Club 64 DIRECTORY

So, where can you find the most up-to-date N64 games directory ever? Right here, that's where!

How it all works

We reviewed some of the games in Directory over FOUR years ago. So, while they might have deserved their mark back then, some of them have been superseded by newer games. Our Star Mark shows how we feel the game fares now, rated out of five.

It's super-easy to see whether the game in question got a Star Game award (85% or over). If it did, we recommend you buy it!

CRASH AND BURN 64

3% ★1 Publisher ● Price ● No. of players ● rumble pak ● Type of save ● expansion pak ● Issue reviewed ● Reviewer (see opposite)





Taking control of a variety of obese leaders , your mission is to slowly but surely ruin the lives of those who support you – while ensuring that they don't have any idea what you're really up to. The more people you can get to cry, the higher your score.



TOP TIP *To achieve maximum Tear Points, try entering a darkened room and jabbing you target in the eye. When they emerge bleeding, put a consoling arm around them.*

This panel includes handy info, like whether a game uses a Rumble, Controller or Expansion Pak.

Here we tell you whether you should buy the game or not, in a quick and informative fashion. You can rest assured, we know our games and we know how to tell if a title's good.

For every Star Game, you'll also find a tip, packed like tuna into this nice and concise space. Handy as a bag lady!

Know your reviewer

JA	James Ashton
JD	Jonathan Davies
MH	Marcus Hawkins
TW	Tim Weaver
WO	Wil Overton
ZN	Zy Nicholson
JS	Jon Smith
JN	Jonathan Nash
JB	Jes Bickham
TT	Tim Tucker
ME	Max Everingham
JP	James Price
SJ	Steve Jarratt
MK	Martin Kitts
MG	Mark Green
DM	Dean Mortlock
OH	Oliver Hurley
AM	Alan Maddrell
GE	Geraint Evans

HIGHLY RATED

The top five games in Directory. Masterpieces every one. Send in your charts if you disagree.

1 ZELDA: OCARINA OF TIME 98%

2 PERFECT DARK 96%

2 MARIO 64 96%

2 ZELDA: MAJORA'S MASK 96%

5 TUROK 2 95%

UK Game releases

40 WINKS

71% ★2 GT ● £55 ● 1/2 players ● rumble pak ● controller pak ● expansion pak ● Issue 35 ● MK

Good-looking, professional but totally uninspired and only marginally enjoyable 3D adventure.

1080° SNOWBOARDING

89% ★4 Nintendo ● £40 ● 1/2 players ● rumble pak ● on cart ● Issue 21 ● MK





It takes a while to get into, but stick with it and that familiar Nintendo magic shines through.

TOP TIP *In Match race, beat the six courses on expert to unlock Deadly Falls.*

A BUG'S LIFE

31% ★0 Activision ● £40 ● 1 player ● rumble pak ● controller pak ● Issue 39 ● JB

Absolutely awful 3D 'adventure'. Avoid like true evil itself.

AERO FIGHTERS ASSAULT

58% ★1 Konami ● £55 ● 1/2 players ● rumble pak ● controller pak ● Issue 16 ● MK

Good in spells, but flawed and disappointing at length. Feels realistic but is too dull, too often.

AERO GAUGE

10% ★0 ASCII ● £55 ● 1/2 players ● rumble pak ● controller pak ● Issue 17 ● MK

A real stinker of a *Wipeout* clone with pop-up, cheating opponents and terrible controls.

AIDYN CHRONICLES

60% ★3 THQ ● £40 ● 1 player ● controller pak ● expansion pak ● Issue 55 ● AM

Slow-moving, traditional medieval RPG with a curious combat system. Average.

ALL-STAR BASEBALL

84% ★3 Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 22 ● TW

A meticulously put together baseball sim, with hi-res graphics and ultra-detailed gameplay.

ALL-STAR BASEBALL 2000

80% ★4 Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 28 ● MG

Not much of an update but still quite impressive.

ALL STAR TENNIS

68% ★3 Ubi Soft ● £40 ● 1-4 players ● on cart ● Issue 26 ● MK

Schizophrenic tennis game that can't decide whether it wants to be sim or arcade.

ARMORINES

76% ★2 Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 37 ● JB

Tonnes of potential, but let down by woeful visuals and peashooter-style weapons.

ARMY MEN: SARGE'S HEROES

67% ★2 3DO ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 36 ● JB

A brilliant idea – toy soldiers fight it out – is let down by sloppy execution.

ASTEROIDS HYPER 64

53% ★2 Crave ● £40 ● 1-4 players ● rumble pak ● on-cart ● Issue 38 ● JB

Dull and repetitive arcade update for retro enthusiasts only. Don't give it the time of day.

AUTOMOBILI LAMBORGHINI

67% ★2 Titus ● £20 ● 1-4 players ● rumble pak ● controller pak ● Issue 10 ● TW

Not bad, just competent.

BANJO-KAZOOIE

92% ★5 Nintendo/Rare ● £50 ● 1 player ● rumble pak ● on cart ● Issue 18 ● JA





Rare's mastery is once again demonstrated in this vast, stunningly beautiful *Mario*-alike.



TOP TIP *After you've drained the sandcastle in TTC, return to Banjo's house and look up at the picture of Bottles to play a puzzle game.*

BANJO-TOOIE

81% ★4 Rare ● £45 ● 1-4 players ● rumble pak ● on cart ● Issue 54 ● MG

Rare's beautiful brand of platforming is looking slightly old hat these days...

BATMAN OF THE FUTURE

16% ★1 Ubi Soft ● £30 ● 1 player ● rumble pak ● no save ● Issue 49 ● AM

Lamentably retro sideways-scrapper that's over before it's begun.

BATTLETANX

74% ★3 3DO ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 26 ● TW

Strangely compulsive multiplayer tank blaster.

BATTLETANX GLOBAL ASSAULT

81% ★3 3DO ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 40 ● JB

Tremendous multiplayer shenanigans marred by a boring single-player game.

BATTLEZONE

73% ★3 Crave ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 40 ● JB

Sprawling but slow, complex and uninvolving mix of *Command & Conquer* and *Quake*.

BEETLE ADVENTURE RACING

81% **4**
EA • £40 • 1-4 players • rumble pak • controller pak • Issue 27 • MK

Squillions of shortcuts and stacks of detail.

BIO FREAKS

76% **3**
GT • £40 • 1/2 players • rumble pak • on cart • Issue 20 • JA

Looks excellent but shallow gameplay.

BLAST CORPS

88% **5**
Nintendo/Rare • £20 • 1 player • on cart • controller pak • Issue 5 • JS




One of the most original games on the N64, and one you're almost certain to enjoy.

TOP TIP *Re-enter a race after 'doing' it to race against your very own ghost.*

BLUES BROTHERS 2000

28% **0**
Titus • £40 • 1/2 players • rumble pak • controller pak • Issue 46 • AM

About as bad as the movie. Purchase at your peril.

BODY HARVEST

91% **4**
Gremlin • £20 • 1 player • rumble pak • on cart • Issue 22 • TW




Brilliant shoot-'em-up with stacks of bug-bashing, tonnes of vehicles and huge worlds.

TOP TIP *Start a game with your name as ICHEAT. Press Left-C, A, Top-C, Down on the D-pad, Right-C, Right on the D-pad to fly.*

BOMBERMAN 64

50% **1**
Hudson/Nintendo • £20 • 1-4 players • on cart • Issue 8 • ZN

Tedious one-player mode and awful multiplayer.

BOMBERMAN HERO

66% **2**
Nintendo • £40 • 1 player • rumble pak • on cart • Issue 21 • TW

Uninspiring 3D adventure, but compulsive at times. Up against *Banjo*, mind, it looks rubbish.

BUCK BUMBLE

70% **2**
Ubi Soft • £50 • 1/2 players • rumble pak • controller pak • Issue 20 • JP

Dodgy graphics, unconvincing controls, but not the worst shoot-'em-up we've ever played.

BUST-A-MOVE 2

80% **4**
Acclaim • £40 • 1/2 players • controller pak • Issue 17 • JA

One of the best puzzle games in the world, and certainly the finest so far on the N64.

BUST-A-MOVE 3

82% **4**
Acclaim • £40 • 1-4 players • rumble pak • controller pak • Issue 24 • MK

Bust-a-Move as it's always been, except for a simultaneous four-player mode. Recommended.

CARMAGEDDON 64

8% **0**
SCi • £40 • 1/2 players • rumble pak • controller pak • Issue 36 • TW

This will violate your very soul with its shocking awfulness. Absolute dog turd.

CASTLEVANIA

81% **3**
Konami • £40 • 1 player • rumble pak • controller pak • Issue 27 • JB

Learn to live with the ropey camera and the 3D *Castlevania* delivers shocks aplenty. Spook!

CASTLEVANIA LEGACY OF DARKNESS

75% **3**
Konami • £40 • 1 player • rumble pak • controller pak • Issue 38 • JB

Revamped version of the original, with two new characters and extra levels.

CENTRE COURT TENNIS

67% **3**
Hudson • £40 • 1-4 players • rumble pak • controller pak • Issue 25 • TW

Not the tennis game we were hoping for. We still yearn for a 64-bit version of *Super Tennis*.

CHAMELEON TWIST

70% **2**
Ocean • £40 • 1-4 players • on cart • Issue 10 • JD

Thrills and spills but it won't take you long to finish. The multiplayer game is okay, mind.

CHAMELEON TWIST 2

55% **1**
Sunsoft • £40 • 1 player • controller pak • rumble pak • Issue 26 • MG

Unimaginative, short-lived platform dross. With no multiplayer it'll last you all of two hours.

CHARLIE BLAST'S TERRITORY

52% **3**
Kemco • £35 • 1-4 Players • rumble pak • Issue 30 • MG

Creaky old Amiga game, *Bombuzal*, given a most basic tarting up with dodgy 3D graphics.

CHOPPER ATTACK

81% **3**
GT • £50 • 1 player • rumble pak • on cart • Issue 20 • JP

A simple yet engrossing helicopter shoot-'em-up, very much in the *Desert Strike* tradition. Top!

CLAYFIGHTER 63⅓

24% **0**
Interplay • £20 • 1/2 players • on cart • Issue 9 • JB

As painful as a game where you have red hot needles shoved into your eyes. Very, very hard.

COMMAND & CONQUER

75% **3**
Nintendo • £40 • 1 player • rumble pak • on cart • expansion pak • Issue 32 • TW

It's four years old on the PC and this conversion is nothing special. Good but never spectacular.

CONKER'S BAD FUR DAY

89% **5**
THQ • £60 • 1-4 players • rumble pak • on cart • Issue 53 • GE




Shoddy in places, but crude jokes, smooth play, movie spoofs and a top multiplayer make it unputdownable.

TOP TIP *Missing some moolah? Try the top of the tower near the swearing cog.*

CRUIS'N USA

24% **0**
Nintendo • £20 • 1 player • rumble pak • on cart • Issue 13 • TW

Dump. Less about driving, more a rule book on how to cock-up console games.

CRUIS'N WORLD

38% **0**
Nintendo/Midway • £20 • 1-4 players • rumble pak • on cart • Issue 20 • TW

Why Nintendo put their name to this appalling sequel is a mystery of Area 51 proportions.

CYBERTIGER WOODS GOLF

72% **3**
EA • £40 • 1/2 players • rumble pak • controller pak • Issue 40 • TW

Not-bad golf game, complete with wacky power-ups and rubbish control system.

DAIKATANA

67% **3**
Kemco • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 41 • JB

Very average *Quake*-clone with RPG titbits.

DARK RIFT

69% **1**
Vic Tokai • £20 • 1/2 players • on cart • Issue 9 • JD

Uninspiring special moves and similar characters. Nicely animated but, ultimately, really rather dull.

DESTRUCTION DERBY

65% **3**
THQ • £40 • 1-4 players • rumble pak • controller pak • Issue 36 • TW

Mind-meltingly simple, strangely compulsive, sometimes dull crash-'em-up.

DIDDY KONG RACING

90% **4**
Nintendo/Rare • £40 • 1-4 players • rumble pak • on cart • Issue 10 • JA




A massive adventure mode and three different vehicles. Not quite as good as *MK* though.

TOP TIP *For a fast start, wait for the 'Get Ready' sign, then press the accelerator after it disappears and just before 'Go!'.*

DISNEY'S TARZAN

35% **0**
Activision • £40 • 1 player • rumble pak • controller pak • Issue 40 • MK

2D platformer completely bereft of imagination, invention or any sense of fun. Utterly odious.

WRETCHED

The worst games you can buy. Take your money elsewhere if they tempt you from the shop shelf...

1 CARMAGEDDON 8%
2 MK MYTHOLOGIES 9%
2 POWER RANGERS 9%
4 AERO GAUGE 10%
5 SUPERMAN 14%



GO! GO!

WINNER!

We're not quite sure if he's had his brain badly rewired or something, but Andy Howells from Cardiff has come up with a top five linking things from N64 games with, er, rappers. Full marks for originality, Andy (if not for sanity) and a copy of Excitebike 64 to boot!

1. **MC HAMMER** (SMASH BROS' HAMMER)
2. **ICE CUBE** (KIRBY 64'S FLAMING ICE BLOCK)
3. **SNOW** (SNOWHEAD MOUNTAIN)
4. **BUSTA RHYMES** (GRUNTILDA'S RHYMING COUPLETS)
5. **REBEL MC** (ROGUE SQUADRON)

DONALD DUCK QUACK ATTACK
69% 2 Ubi Soft ● £40 ● 1 player ● controller pak ● expansion pak ● Issue 49 ● GE

Simple platformer executed reasonably well. Er, and that's about it.

DONKEY KONG 64
93% 5 Rare ● £60 (with exp pak) ● 1-4 players ● rumble pak ● expansion pak ● Issue 36 ● MG




It's *Banjo-Kazooie+*, but it's still gaming at its greatest. An absolutely awesome adventure.

TOP TIP *Find all 20 banana fairies to activate all the cheats.*

DOOM 64
77% 2 GT ● £25 ● 1 player ● controller pak ● Issue 7 ● JA

Solid and workman-like but, up against *Turok* and *GoldenEye*, it looks dreadfully old hat.

DUAL HEROES
50% 0 Bitwave/Hudson ● £30 ● 1/2 players ● controller pak ● Issue 17 ● MK

Stashed full of innovative features, this is sadly ruined by some terrible AI. Shame, that.

DUCK DODGERS
75% 3 Infogrames ● £40 ● 1/2 players ● rumble pak ● on cart ● Issue 47 ● MG

Let down by a duff camera, but otherwise a surprisingly decent Warner Bros platformer.

DUKE NUKEM 64
85% 3 GT ● £25 ● 1-4 players ● rumble pak ● controller pak ● Issue 10 ● TW




A commendably violent and vastly enjoyable conversion. A brilliant multiplayer game as well.

TOP TIP *At the main menu, press Left, Left, L, L, Right, Right, Left, Left (using the D-pad and shoulder button) to enable the cheat menu.*

DUKE NUKEM: ZERO HOUR
90% 4 GT ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 28 ● MG




A new third-person view, but the same great gameplay. Not perfect, but when it's good, it's *very* good.

TOP TIP *Decapitate the fire hydrants and drink the nutritious water therein.*

EARTHWORM JIM 3D
68% 3 Virgin ● £40 ● 1 players ● controller pak ● rumble pak ● Issue 35 ● JB

It's Jim again, in 3D. Mediocre but enjoyably silly.

ECW HARDCORE REVOLUTION
80% 2 Acclaim ● £40 ● 1-4 players ● controller pak ● rumble pak ● expansion pak ● Issue 39 ● MG

Fun rasslin', rubbish licence, dull characters.

EXCITEBIKE 64
90% 5 Nintendo ● £45 ● 1-4 players ● controller pak ● rumble pak ● expansion pak ● Issue 56 ● AM




Delicious handling, top tracks and a heap of extras make this easily one of the finest racers on N64.

TOP TIP *Hold L, Right-C, Bottom-C and A on the main menu, then enter BLAHBLAH on the cheat menu for big heads.*

EXTREME G
87% 2 Acclaim ● £30 ● 1-4 players ● rumble pak ● controller pak ● Issue 9 ● TW




Impressive in its day with face-melting speed and beautiful tracks but somewhat displaced now.

TOP TIP *Enter your name as RA50 and quit a race – you'll keep your race position.*

EXTREME G2 (XG2)
85% 3 Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 23 ● JB




XG2 is considerably easier to play, better to look at, and sports a vastly improved multiplayer.

TOP TIP *For all the bikes enter 3GP8ZKW76ZMW as a password.*

F1 RACING CHAMPIONSHIP
72% 3 Ubi Soft ● £40 ● 1/2 players ● rumble pak ● controller pak ● expansion pak ● Issue 47 ● MK

Decent, realistic racer, but doesn't quite match the splendour of *F1WGP*.

F1 POLE POSITION
71% 1 Ubi Soft ● £25 ● 1 player ● controller pak ● Issue 7 ● JD

Good fun in places, but obvious flaws include horrendous pop-up and stop-dead banks.

F1 WORLD GP
93% 5 Nintendo/Paradigm ● £30 ● 1/2 players ● rumble pak ● on cart ● Issue 20 ● JA




Astonishingly realistic, visually stunning racing sim that really shows off the N64's power.

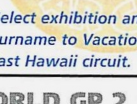
TOP TIP *Select exhibition and change D. Williams' surname to Vacation to access the hot and fast Hawaii circuit.*

F1 WORLD GP 2
72% 3 Nintendo ● £40 ● 1/2 players ● rumble pak ● on cart ● expansion pak ● Issue 32 ● JA

There's not enough new here.

FIFA 64
39% 0 EA ● £25 ● 1-4 players ● controller pak ● Issue 2 ● TW

Like a rash. Only not as enjoyable.

FIFA '98
83% 2 EA ● £30 ● 1-4 players ● controller pak ● Issue 10 ● TW

There's promise here. Not perfect, but better.

FIFA '99
83% 3 EA ● £40 ● 1-4 players ● controller pak ● rumble pak ● Issue 26 ● TW

The best *FIFA* game yet. It's no *ISS '98* though.

FIGHTERS DESTINY
86% 4 Ocean ● £50 ● 1/2 players ● rumble pak ● controller pak ● Issue 13 ● JB




Gorgeous animation, likeable characters and a clever Master Challenge. In a very real sense our *Tekken*.

TOP TIP *Enter the Master Challenge with any character, beat everyone, and you'll be able to select the Master as a playable character.*

FIGHTING FORCE
26% 1 Crave ● £40 ● 1/2 players ● rumble pak ● controller pak ● Issue 37 ● MG

Dreadful 3D *Final Fight* rip-off.

FLYING DRAGON
73% 2 Interplay ● £40 ● 1/2 players ● controller pak ● rumble pak ● Issue 27 ● TW

Fairly enjoyable but instantly forgettable.

FORSAKEN
87% 4 Acclaim ● £50 ● 1-4 players ● rumble pak ● controller pak ● Issue 16 ● MK




A fabulous *Descent*-style shoot-'em-up with great lighting and visuals. Weak multiplayer, though.

TOP TIP *Press A, R, Z, Up on the D-pad, Top-C, Bottom-C, Bottom-C at the Start.*

F-ZERO X
91% 5 Nintendo ● £40 ● 1-4 players ● rumble pak ● on cart ● Issue 22 ● JP




The fastest racer on earth, and one of the most exhilarating four-player games you can buy.

TOP TIP *Complete all cups on all levels to access a random track generator.*

GASP!!
47% 1 Konami ● £50 ● 1/2 players ● rumble pak ● controller pak ● Issue 22 ● TW

We sprang out and punched it in the face.

GAUNTLET LEGENDS
81% 4 Midway ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 36 ● JB

Enjoyable update of creaky old classic. T'rific in multiplayer, dull on your own.

GEX DEEP COVER GECKO

22% 0 Crave ● £40 ● 1 player ● rumble pak ● controller pak ● Issue 36 ● MK

Another turgid Gex 'game' strikes like a nasty case of shingles. Leave it to die.

GEX 64 ENTER THE GECKO

59% 1 GT ● £50 ● 1 player ● rumble pak ● controller pak ● Issue 21 ● JP

This rough-around-the-edges 3D platformer isn't so much dreadful as painfully average.

GLOVER

83% 4 Hasbro ● £50 ● 1 player ● rumble pak ● on cart ● Issue 21 ● MK

An inspired, superbly odd idea turns out to be a stonking, but hard, 3D adventure.

GOEMON 2

69% 2 Konami ● £40 ● 1/2 player ● rumble pak ● on cart ● Issue 29 ● JB

After the excellent *Mystical Ninja* 3D adventure, Goemon steps back to the days of the SNES for this average 2D platform romp. Disappointing.

GOLDENEYE 007

94% 5 Nintendo/Rare ● £50 ● 1-4 players ● rumble pak ● on cart ● Issue 9 ● TW





Brilliant levels and scenery and a perfectly judged difficulty curve. About as good as it gets.

TOP TIP *We've had tips and tricks for this game in just about every issue since it was released. Check out N64/12 and 14 in particular.*

GT 64

67% 0 Ocean ● £50 ● 1/2 players ● rumble pak ● controller pak ● Issue 17 ● TW

Handles well, but it's slow, ugly and there's far too much pop-up. Not what we were hoping for.

HERCULES THE LEGENDARY JOURNEYS

66% 2 Titus ● £40 ● 1 player ● rumble pak ● controller pak ● Issue 48 ● AM

Fairly good *Zelda* clone, but with nowhere near as much depth. Shame.

HEXEN

69% 0 Midway ● £30 ● 1-4 players ● controller pak ● Issue 5 ● JD

Fun in a retro kind of way but, in the light of *GoldenEye*, hard to recommend.

HOLY MAGIC CENTURY

71% 2 Konami ● £50 ● 1 player ● controller pak ● Issue 23 ● MG

RPG which could have been better but for the tedious random battles and Americanised plot.

HOT WHEELS

61% 3 EA ● £40 ● 1/2 players ● rumble pak ● controller pak ● expansion pak ● Issue 36 ● JB

Big jumps, big speeds, big action! Er, well, sort of. Fun for a while at least.

HYBRID HEAVEN

83% 3 Konami ● £40 ● 1 player ● rumble pak ● controller pak ● expansion pak ● Issue 33 ● JB

Niggly sci-fi RPG, but a superb story and ingenious battle system pull it through.

HYDRO THUNDER

84% 4 Midway ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 39 ● JB

Fantastic sub-*Wave Race* water racer.

IGGY'S RECKIN' BALLS

56% 0 Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 19 ● MK

Push Left or Right and watch the CPU opponents win every time. As dull as Chris Tarrant.

IN-FISHERMAN BASS HUNTER 64

67% 3 Take 2 ● £40 ● 1 player ● rumble pak ● on cart ● Issue 34 ● JB

A comprehensive package of all things angling.

INDIANA JONES AND THE INFERNAL MACHINE

81% 4 THQ ● £40 ● 1 player ● rumble pak ● on cart ● expansion pak ● Issue 55 ● JB

A highly enjoyable *Tomb Raider*-alike that relies a bit too heavily on dull platforming conventions.

INTERNATIONAL TRACK & FIELD 2000

86% 4 Konami ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 41 ● JB





Impressive update of the Olympic button-basher, with superb graphics and finger-knacking gameplay.

TOP TIP *To avoid hand injury, wrap a velcro wallet around your hand and rub the buttons with your palm.*

ISS 2000

90% 4 Konami ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 46 ● MK





Not a huge update, but *ISS 2000*, complete with an all-new career mode, is still a fantastic game.

TOP TIP *Listen to your manager's advice to keep your RPG player on top form. Rest during training, too, else you'll soon get injured.*

ISS 64

92% 3 Konami ● £30 ● 1-4 players ● controller pak ● Issue 3 ● TW





An almost flawless game which could only have been bettered with the addition of real teams.

TOP TIP *Super teams: At the title screen hold Z and press Up, L, Up, L, Down, L, Down, L, Left, R, Right, R, Left, R, Right, R, B, A. Release Z and press Start.*

ISS '98

92% 5 Konami ● £40 ● 1-4 players ● controller pak ● Issue 20 ● MK





Enhanced and updated and, now more than ever, the finest football game in the world.

TOP TIP *Bonus teams: At the Start screen press Up, Top-C, Up, Top-C, Down, Bottom-C, Down, Bottom-C, Left, Left-C, Right, Right-C, Left, Left-C, Right, Right-C, B, A, hold Z and Start.*

JEREMY MCGRATH SUPERCROSS

53% 1 Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 40 ● TW

"As uninteresting as Anne Robinson." 'Nuff said.

JET FORCE GEMINI

93% 5 Rare ● £50 ● 1-4 players ● rumble pak ● on cart ● Issue 34 ● MK





Wondrous marriage of stunning looks, hectic blasting and deep gameplay. Rare at their best – again.

TOP TIP *You can pick up dead drone ammo and use it to replenish both the Plasma Shotgun and the Machine Gun. Handy, no?*

KILLER INSTINCT

62% 2 Nintendo/Rare ● £20 ● 1/2 players ● controller pak ● Issue 3 ● MH

Great in its time, but who wants a 2D beat-'em-up in the light of *Tekken* and even *MK4*?

KIRBY 64 THE CRYSTAL SHARDS

72% 4 Nintendo ● £45 ● 1-4 players ● rumble pak ● on cart ● Issue 57 ● AM

Repetitive yet oddly engaging platforming with the marshmallow blob. Just a bit too easy.

KNOCKOUT KINGS 2000

82% 3 EA ● £30 ● 1/2 players ● controller pak ● rumble pak ● Issue 35 ● TW

Unexpectedly entertaining boxing sim, complete with Mohammed Ali and create-a-player.

KNIFE EDGE

42% 2 Nintendo ● £30 ● 1-4 players ● on cart ● rumble pak ● Issue 24 ● JA

A light gun game when there isn't one. Dull.

LEGEND OF ZELDA OCARINA OF TIME

98% 5 Nintendo ● £50 ● 1 player ● rumble pak ● on cart ● Issue 24 ● JB





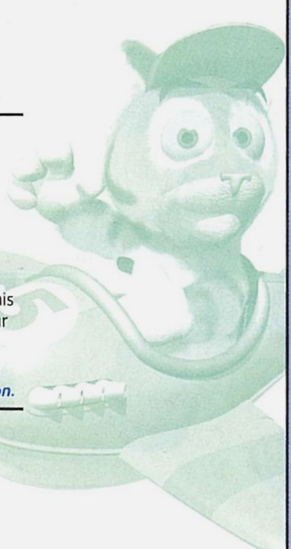
Simply the greatest game ever created. Utterly amazing. This *must* be one of your Desert Island Carts.

TOP TIP *Check out N64/24 for a guide on how to complete the first dungeon.*

SMILE!

Team 64. A motley crew and no mistake. But Cedric van Rossem from Belgium has taken a shine to certain pics of us – we suspect it's because we look like fools. But then, what's new about that?





GO! GO!

TOUGH!

A challenge is good for building character, they say. So, in a way, we ought to thank the creators of the following bosses, as selected by James Annett from Downpatrick.

1 MIZAR (JET FORCE GEMINI)

2 GRUNTILDA (BANJO-KAZOOIE)

3 WIZPIG (DIDDY KONG RACING)

4 JACK IN THE BOX (DK64)

5 OCTOPUS (DIDDY KONG RACING)



LEGEND OF ZELDA MAJORA'S MASK

96% 5 — Nintendo ● £40 ● 1 player ● rumble pak ● expansion pak ● on cart ● Issue 49 ● MG




Rich and inventive, with enough intricate puzzles and heart-rending moments to blow your brain open.

TOP TIP *Smash a pot near an owl statue for a red fairy, then warp to the same statue – the red fairy's back in the pot!*

LEGO RACERS

70% 3 — Lego Media ● £40 ● 1/2 players ● rumble pak ● controller pak ● Issue 36 ● MK

Highly original *Mario Kart* clone with some nice ideas. Shame about the handling.

LODE RUNNER 3D

70% 3 — Infogrames ● £40 ● 1 player ● rumble pak ● on cart ● Issue 29 ● JB

A retro puzzler with gameplay unchanged since the Commodore 64. There's plenty of it too.

LYLAT WARS

91% 5 — Nintendo ● £30 ● 1-4 players ● rumble pak ● on cart ● Issue 8 ● JN




Not as perfect as it could've been (it needed a level select) but another tour-de-force for Shigsy.

TOP TIP *Achieve gold on all levels for the four-player Tank and Expert modes.*

MACE: THE DARK AGE

81% 2 — GT ● £30 ● 1/2 players ● on cart ● Issue 9 ● JB

A highly competent fighter that'll tide you over 'til Capcom arrive on the scene.

MADDEN 64

92% 2 — EA ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 10 ● TT

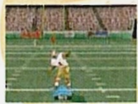



The first 64-bit outing for the *Madden* series is a great success but it looks a bit dated compared to *NFL '99*.

TOP TIP *Madden super team: at the create player screen type AT(space)Madden.*

MADDEN NFL '99

88% 5 — EA ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 23 ● MK

This hi-res version plays just as well and also has a play editor, a practice mode and lots of new options.

TOP TIP *Hidden team codes: THROWBACK, HAMMERHEAD, INTHEGAME.*

MAGICAL TETRIS CHALLENGE

51% 1 — Activision ● £40 ● 1/2 players ● rumble pak ● on cart ● Issue 34 ● JB

Contemptible attempt to update *Tetris* with rubbish new shapes. Avoid, please.

MARIO GOLF

90% 5 — Nintendo ● £40 ● 1-4 players ● rumble pak ● on cart ● GB pak ● Issue 34 ● MK




Not just a top-hole golf simulator, this is simply great fun for everyone. The plumber does it again.

TOP TIP *Get all 108 birdie badges and play as Terminator Mario.*

MARIO KART 64

91% 5 — Nintendo ● £30 ● 1-4 players ● controller pak ● on cart ● Issue 4 ● JD




A fab multiplayer and you'll still be racing the one-player tracks long after you've beaten them.

TOP TIP *Accelerate just before the light turns green for a super-fast start.*

MARIO PARTY

85% 3 — Nintendo ● £40 ● 1-4 players ● rumble pak ● on cart ● Issue 27 ● JN




Book an evening off, get some friends together and you'll have the most outrageous fun. Yup.

TOP TIP *Eternal Star: complete all boards, earn 100 stars and visit the bank.*

MARIO PARTY 2

87% 4 — Nintendo ● £45 ● 1-4 players ● rumble pak ● on cart ● Issue 42 ● MG




Not much fun on your own, but find three friends and you're in for one hell of a party.

TOP TIP *Press L while on a board to hear your character cheer.*

MARIO TENNIS

91% 5 — Nintendo ● £40 ● 1-4 players ● rumble pak ● on cart ● transfer pak ● Issue 47 ● MK




It's Mario. It's tennis. It's absolutely gobsmackingly ace. The multiplayer's a joy, too. Get it in!

TOP TIP *Win the Star Cup with all the characters, then hold R while selecting your player to access the Rainbow Cup.*

MICHAEL OWEN'S WLS 2000

84% 4 — THQ ● £45 ● 1-4 players ● rumble pak ● controller pak ● Issue 33 ● MK

Silky smooth, goal-drenched football game, with real league teams. No *ISS*, mind.

MICKEY'S SPEEDWAY USA

80% 4 — Rare ● £40 ● 1-4 players ● rumble pak ● on cart ● Issue 50 ● MG

Mario Kart clone that's short on innovation, but long on thrills.

MICRO MACHINES 64 TURBO

86% 4 — Codemasters ● £40 ● 1-8 players ● rumble pak ● controller pak ● Issue 25 ● JB




Classic multiplayer action for up to eight miniature racing fans sharing four controllers.

TOP TIP *Don't take the shortcuts. Try to veer off the track and you blow up.*

MILO'S ASTRO LANES

38% 0 — Interplay ● £40 ● 1-4 players ● rumble pak ● on cart ● Issue 26 ● TW

'Stunningly dull'. Give it a miss.

MISCHIEF MAKERS

90% 3 — Nintendo/Treasure ● £40 ● 1 player ● on cart ● Issue 8 ● JB




It's retro but it's totally rewarding. A perfect example of how to do 2D on the N64.

TOP TIP *Check out our extensive guide in N64/12. You won't regret it. Nosiree.*

MISSION: IMPOSSIBLE

75% 3 — Infogrames ● £40 ● 1 player ● rumble pak ● on cart ● Issue 19 ● TW

Horrendous AI, clunky engine and bad controls.

MK MYTHOLOGIES

9% 0 — GT ● £Too much ● 1 player ● rumble pak ● controller pak ● Issue 11 ● JD

This could only be less enjoyable if it squirted sulphuric acid into your face.

MONACO GRAND PRIX

87% 3 — Ubi Soft ● £40 ● 1/2 players ● rumble pak ● controller pak ● Issue 27 ● JB




Not as deep or complex as Paradigm's *F1 WGP*, but a tyre-squealingly good game all the same.

TOP TIP *Remember to use your brakes on the corners!*

MONSTER TRUCK MADNESS

66% 1 — Take 2 ● £40 ● 1/2 players ● rumble pak ● Issue 33 ● JB

Okay-ish conversion of knackered old PC game.

MORTAL KOMBAT 4

84% 2 — GT ● £45 ● 1/2 players ● rumble pak ● controller pak ● Issue 20 ● JP

The best version of *MK* yet.

MORTAL KOMBAT TRILOGY

34% 0 — GT ● £40 ● 1/2 players ● rumble pak ● controller pak ● Issue 1 ● TW

This is really poor. A wealth of options, cheats, extras and finishing moves can't save it.

MULTI RACING CHAMPIONSHIP

71% 1 — Ocean/Imagineer ● £30 ● 1/2 players ● controller pak ● Issue 8 ● JD

The conversion job has done it no favours.

MYSTICAL NINJA

90% 4 Konami • £50 • 1 player • controller pak • Issue 14 • TW




With plenty to do, this sprawling, enjoyable adventure tries really hard to square up to *Mario*.

TOP TIP *If you're short of coins remember the pots regenerate if you go out the room and then come back in again.*

NAGANO WINTER OLYMPICS

32% 0 Konami • £45 • 1-4 players • rumble pak • controller pak • Issue 12 • JD

Luge, bobsleigh, halfpipe, *curling*, they're all here and they're all extremely boring.

NASCAR '99

59% 0 EA • £40 • 1/2 players • rumble pak • controller pak • Issue 23 • MG

A tedious slog round a succession of oval tracks. Kind of like spinning round on a swivel chair.

NBA COURTSIDE

90% 4 Nintendo • £20 • 1-4 players • rumble pak • controller pak • on cart • Issue 18 • MK




Fluid gameplay, sharp graphics and a simple control system make this the best basketball game ever.

TOP TIP *Hold L while selecting a pre-season game to access the secret teams.*

NBA HANGTIME

52% 1 GT • £25 • 1-4 players • on cart • Issue 6 • JS

Two-on-two basketball gets very boring.

NBA IN THE ZONE 2000

69% 2 Konami • £50 • 1-4 players • rumble pak • controller pak • Issue 44 • AM

Competent, but not as good as *NBA Courtside 2*.

NBA JAM '99

83% 2 Acclaim • £40 • 1-4 players • rumble pak • controller pak • Issue 24 • MG

Not *quite* up to the standard of *NBA Courtside*.

NBA JAM 2000

80% 4 Acclaim • £40 • 1-4 players • rumble pak • controller pak • Issue 37 • MK

Smooth passing and a top create-a-player.

NBA LIVE '99

64% 2 EA • £40 • 1-4 players • rumble pak • controller pak • Issue 24 • JB

The poor man's basketball game.

NBA LIVE 2000

65% 3 EA • £40 • 1-4 players • rumble pak • controller pak • Issue 38 • MK

Huge and difficult basketball game starring Michael Jordan. One for the fans.

NBA PRO '98

71% 1 Konami • £40 • 1-4 players • rumble pak • controller pak • Issue 14 • JP

An enjoyable multiplayer and lots of options.

NBA PRO '99

52% 2 Konami • £40 • 1-4 players • controller pak • Issue 27 • JP

Painfully average.

NFL BLITZ

87% 4 GT • £45 • 1/2 players • rumble pak • controller pak • Issue 22 • MK




Arcade-style American football. Fast play with plenty of scraps and a customisable editor.

TOP TIP *At the Matchup screen, tap in 2-0-3-Right for Big Head mode.*

NFL QUARTERBACK CLUB '98

86% 3 Acclaim • £40 • 1-4 players • rumble pak • controller pak • Issue 10 • TT




It's got the crucial NFL licence but doesn't quite manage to displace *Madden*. More for the purists.

TOP TIP *Check out our five-page guide to Yank-thrashing in N64/12.*

NFL QBC '99

90% 5 Acclaim • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 23 • MK




Incredibly realistic American footie sim featuring the best motion-captured animation ever seen.

TOP TIP *For fat players, enter MRSHMLLW. For constant injuries enter HSPTL.*

NFL QBC 2000

60% 2 Acclaim • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 36 • MK

Duff update. Stick with last year's version.

NHL '99

74% 3 EA • £50 • 1-4 players • rumble pak • controller pak • Issue 22 • JP

Good but not great. Buy *Wayne Gretzky* instead.

NHL BREAKAWAY

62% 2 Acclaim • £40 • 1-4 players • rumble pak • on cart • Issue 14 • DM

Little excitement, nowt original. *Gretzky*'s better.

NHL BREAKAWAY '99

64% 2 Acclaim • £40 • 1-4 players • rumble pak • controller pak • Issue 24 • JB

Mildly diverting hockey sim: can't touch *Gretzky*.

NHL PRO '99

52% 2 Konami • £40 • 1-4 players • controller pak • Issue 27 • JP

An above-average slice of ice-based hockey.

NUCLEAR STRIKE

82% 3 THQ • £40 • 1 player • rumble pak • controller pak • expansion pak • Issue 39 • MK

Top notch update of classic 'copter game, with lashings of great missions.

OLYMPIC HOCKEY

60% 0 GT • £25 • 1-4 players • controller pak • Issue 15 • MK

Cheap, cynical cash-in on a sporting non-event.

OPERATION WINBACK

83% 4 Virgin • £40 • 1-4 players • rumble pak • controller pak • Issue 41 • MK

Looks a bit ropey but full of stealth. Plays like a combination of *GoldenEye* and *Metal Gear Solid*.

PAPERBOY

62% 2 Midway • £40 • 1 player • rumble pak • controller pak • Issue 36 • MK

Pleasant enough rendition of a simple classic, but you'll complete it in minutes.

PAPER MARIO

90% 5 Nintendo • £40 • 1 player • rumble pak • on cart • Issue 58 • GE

Quirky but endearing 2D-meets-3D looks on the surface, with a pleasing RPG core. *Not* just for the kids.

TOP TIP *You can defend yourself by pressing A just before your foe hits you.*

PENNY RACERS

58% 1 THQ • £40 • 1-4 players • rumble pak • controller pak • Issue 25 • MK

Slow and boring, even when it speeds up. Dump.

PERFECT DARK

96% 5 Rare • £50 • 1-4 players • rumble pak • controller pak • on cart • expansion pak • transfer pak • Issue 42 • MK

Absolutely stunning. If you had to choose just one game for your N64, this would be it. Unmissable.

TOP TIP *For small characters complete Area 51: Infiltration*

PGA EUROPEAN TOUR GOLF

80% 4 Infogrames • £40 • 1-4 players • rumble pak • on cart • Issue 38 • MK

Looks dodgy but plays a very solid game. Serious golf fans should check it out.

PILOTWINGS 64

89% 5 Nintendo • £20 • 1 player • on cart • Issue 1 • TW

A supreme example of how to harness the N64's immense potential. Absolutely stunning visuals.

TOP TIP *The four Birdman Stars are hidden in New York's park, inside Arctic Island's waterfall, in a cave on Crescent Island and on the bridge-shaped rock on Holiday island.*

AW! ARGH!

You can't really blame 'em, but some characters are just so darn cute they make you so... so... well, annoyed. At least according to Stafford's Ben Lotinga, that is.

1 
PIPSY (DIDDY KONG RACING)

2 
PIKACHU (POKÉMON STADIUM)

3 
BABY MARIO (MARIO TENNIS)

4 
TOAD (MARIO PARTY 2)

5 
TOOTY (BANJO-KAZOOIE)

GO! GO!

THANKS!

Saving the world just wouldn't be as easy without a trusty sidekick. And Thomas Davies from Watford has furnished us with his top five handy hero-helpers. Cheers.

1. BOTTLES (BANJO-KAZOOIE)
2. CRANKY (DK64)
3. NAVI (ZELDA: OOT)
4. FLOYD (JET FORCE)
5. TOAD (MARIO 64)

POKÉMON PUZZLE LEAGUE

89% 5 Nintendo ● £40 ● 1/2 players ● on cart ● Issue 52 ● GE





Top-notch tile-matching with those loveable monsters, and the best puzzling to be had on the N64.

TOP TIP *Press L, R and Z on both controllers to unlock all the trainers in 2P Vs mode.*

POKÉMON SNAP

80% 4 Nintendo ● £45 ● 1 player ● on cart ● Issue 45 ● MK

Gorgeous photo-snapping safari on Pokémon Island – but only 63 monsters?

POKÉMON STADIUM

90% 5 Nintendo ● £50 ● 1-4 players ● rumble pak ● on cart ● includes transfer pak ● Issue 41 ● MG





Download your GB Pokémon to your N64, and battle them in glorious 3D. Tremendous fun.

TOP TIP *To battle with Mewtwo, beat the Gym Leader Castle and get trophies in all 10 tournaments in Stadium Mode. Beat Mewtwo and you unlock a new game mode.*

POWER RANGERS LIGHTSPEED RESCUE

9% 0 THQ ● £40 ● 1/2 players ● controller pak ● Issue 52 ● MG

Constipated puppet-men jerking their way around barren Lego-built cities. Dire.

PREMIER MANAGER 64

82% 4 Gremlin ● £40 ● 1 player ● on cart ● Issue 31 ● TW

By no means perfect but at times it's compelling and as the N64's only footie management sim, we have to recommend it.

QUAKE 64

79% 2 GT ● £25 ● 1/2 players ● rumble pak ● controller pak ● Issue 15 ● JP

Tidy new light sourcing, polygonal monsters, a lame two-player deathmatch and lots of blood.

QUAKE II

90% 4 Activision ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 32 ● MG





The one-player game is a little outdated but the multiplayer game is absolutely stunning.

TOP TIP *For extra costume colours enter S3TC 0OLC 0LOR S??? as a password.*

RAINBOW SIX

87% 4 Take 2 ● £40 ● 1/2 players ● rumble pak ● controller pak ● Issue 35 ● TW





Complex, hard-as-nails stealth-'em-up with one-shot kills and tactical planning. Ace!

TOP TIP *Throw Flashbangs round corners to stun any waiting enemies. Then shoot them while they're incapacitated.*

RAKUGA KIDS

80% 3 Konami ● £40 ● 1/2 players ● rumble pak ● on cart ● Issue 22 ● MK

The most adorable characters in the world scrap it out in this 2D graffiti-'em-up.

RAMPAGE WORLD TOUR

54% 0 GT ● £45 ● 1-3 players ● controller pak ● Issue 16 ● MK

This conversion of the age-old arcade classic is fun but, ultimately, it's expensive and limited.

RAMPAGE 2 UNIVERSAL TOUR

22% 0 Midway ● £40 ● 1-3 players ● rumble pak ● controller pak ● Issue 29 ● MK

Utterly rancid arcade yawn-fest. One of the most tedious games you could waste your money on.

RAT ATTACK

70% 2 Mindscape ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 36 ● JB

Simple, well executed puzzle-'em-up, with cats trying to catch rats. And that's it.

RAYMAN 2

73% 3 Ubi Soft ● £40 ● 1 player ● rumble pak ● controller pak ● expansion pak ● Issue 35 ● MG

Another armless and unlovable Ubi Soft character stars in another below-par *Mario* clone.

READY 2 RUMBLE

81% 3 Midway ● £40 ● 1/2 players ● rumble pak ● controller pak ● Issue 37 ● MG

Ploddy but enjoyably cartoony boxing romp.

RESIDENT EVIL 2

90% 4 Virgin ● £40 ● 1 player ● rumble pak ● expansion pak ● Issue 36 ● MG





Super-scary, if shortlived, zombie finery. Looks the absolute business in hi-res.

TOP TIP *Kill the zombie near the police station for extra costumes.*

RE-VOLT

73% 3 Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 33 ● MG

Better-than-average racing game.

RIDGE RACER 64

91% 5 Nintendo ● £40 ● 1-4 players ● rumble pak ● on cart ● Issue 40 ● MG





Stunning greatest hits package of the PlayStation games, topped with some exclusive N64 extras.

TOP TIP *Keep the rev counter between 6,000 and 7,000 for a speed start.*

ROAD RASH 64

68% 2 THQ ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 36 ● JB

Solid, entertaining but unspectacular.

ROADSTERS

80% 4 Titus ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 36 ● TW

Not perfect, but quick. Great.

ROBOTRON 64

75% 2 GT ● £50 ● 1/2 players ● controller pak ● Issue 12 ● JN

An entertaining update of the arcade game.

ROCKET: ROBOT ON WHEELS

88% 4 Ubi Soft ● £40 ● 1 player ● rumble pak ● controller pak ● Issue 36 ● JB





The most original, inventive 3D platformer you'll play in a long time. Top grade.

TOP TIP *Collect Tinker Tokens and Tinker will give you new special abilities.*

ROGUE SQUADRON

85% 4 Lucas Arts ● £50 ● 1 player ● on cart ● rumble pak ● expansion pak ● Issue 25 ● TW





Rattlingly good Star Wars combat flight game, with incredibly effective 3D sound and great graphics.

TOP TIP *Type in IGIVEUP to obtain a handy amount of lives – an infinite supply!*

RUGRATS IN PARIS

67% 3 THQ ● £40 ● 1-4 players ● controller pak ● Issue 51 ● AM

A sparse but relatively enjoyable collection of cartoony minigames for the kids.

RUGRATS TREASURE HUNT

48% 1 THQ ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 33 ● MG

Dire rip-off of *Mario Party*. Crud.

RUSH 2 EXTREME RACING USA

73% 3 GT ● £40 ● 1/2 players ● rumble pak ● controller pak ● Issue 24 ● TW

You'll either love it or hate it.

SAN FRANCISCO RUSH

82% 3 GT ● £25 ● 1/2 players ● rumble pak ● controller pak ● Issue 11 ● TW

Gravity-defying leaps, rattling top speeds, mid-air multi-car pile-ups and tons of explosions.

SAN FRANCISCO RUSH 2049

91% 4 Midway ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 48 ● GE





Super-fast, car-flipping futuristic racer with countless hours of exploration in it.

TOP TIP *Rack up 100,000 points in the stunt mode and you'll open up an excellent new arena: Disco... Get down!*

SCARS
79% 3 — Ubi Soft ● £40 ● 1-4 players ● rumble pak ● Issue 23 ● MK

Kind of like a futuristic version of *Mario Kart* but there are several better alternatives out there.

SCOOBY DOO! CLASSIC CREEP CAPERS
23% 1 — THQ ● £40 ● 1 player ● controller pak ● Issue 53 ● MG

Dire *Resi* rip-off that's abysmal in every sense of the word. Avoid.

SHADOWGATE 64
43% 0 — Kemco ● £40 ● 1 player ● rumble pak controller pak ● Issue 31 ● JB

An old-school RPG that'll see you drifting into a deep slumber after about 20 minutes of play.

SHADOWMAN
93% 5 — Acclaim ● £40 ● 1 player ● rumble pak ● controller pak ● expansion pak ● Issue 32 ● JB



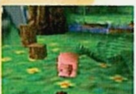

Vast, believable worlds, a superb plot, serial killers and a dash of voodoo magic. Unmissable.

TOP TIP *Once you've collected 100 Cadeaux, deposit them in the Temple of Life (in the Wasteland) for extra health.*

SHADOWS OF THE EMPIRE
78% 2 — Nintendo/LucasArts ● £40 ● 1 player ● on cart ● Issue 1 ● JA

Fab snowspeeder and space battles are ultimately let down by some lacklustre *Doom*-style bits.

SILICON VALLEY
91% 5 — Take 2 ● £50 ● 1 player ● on cart ● Issue 22 ● MK

The most original console game ever. A breathtakingly clever and supremely playable platformer.

TOP TIP *On the 'monkey swinging' section on Jungle Doldrums, push Jump twice and you get extra distance on your leap. Handy!*

SNOWBOARD KIDS
86% 4 — Nintendo/Atlus ● £30 ● 1-4 players ● rumble pak ● controller pak ● Issue 14 ● JA




Mario Kart on ice. Technically a little ragged but still great fun. Check out the multiplayer!

TOP TIP *On a long straight, hold jump for about five seconds to get a speed boost (your character will say 'yeah' if it's worked).*

SOUTH PARK
73% 1 — Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 25 ● JA

Monotonous and basic first-person shooter.

SOUTH PARK CHEF'S LUV SHACK
83% 3 — Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 36 ● TW

Genuinely amusing *Mario Party* rip-off.

SOUTH PARK RALLY
88% 3 — Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 38 ● MG




Missions, computer bots and every South Park character you can think of. Great stuff!

TOP TIP *Search Gayworld to dig out handy Mr Hanky Poo power-ups.*

STARSHOT SPACE CIRCUS FEVER
68% 2 — Infogrames ● £40 ● 1 player ● rumble pak ● on cart ● Issue 22 ● JP

A 3D platformer that's been pre-dated by *Banjo*.

STAR WARS EPISODE 1: BATTLE FOR NABOO
78% 4 — THQ ● £40 ● 1 player ● rumble pak ● on cart ● expansion pak ● Issue 53 ● GE

Rogue Squadron for the new millennium. A tasty shooter, but just misses the mark.

STAR WARS EPISODE 1: RACER
88% 5 — Nintendo ● £50 ● 1/2 players rumble pak ● on cart ● expansion pak ● Issue 30 ● MK




Blindingly fast future racer, with the kind of atmosphere you can only get in Star Wars games.

TOP TIP *Hold Z when selecting Start Game to see your racer trading insults.*

SUPERCROSS 2000
76% 3 — EA ● £40 ● 1/2 players ● rumble pak ● controller pak ● Issue 39 ● JB

More-than-passable bike sim.

SUPERMAN
14% 0 — Titus ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 31 ● TW

DO NOT, repeat, DO NOT buy this.

SUPER MARIO 64
96% 5 — Nintendo ● £50 ● 1 player ● on cart ● Issue 1 ● ZN




Everything that's made previous *Mario* titles great, fleshed out into 3D. Second only to *Zelda*.

TOP TIP *Sideflip and press A and B at the same time to make Mario belly flop.*

SUPER SMASH BROS
90% 5 — Nintendo ● £40 ● 1-4 players ● rumble pak ● Issue 36 ● MG




Beatifully playable, totally original Nintendo platform beat-'em-up. Smasher.

TOP TIP *To pull off the super-useful Triple Jump, press Up twice, then Up and B.*

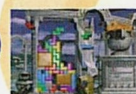
TAZ EXPRESS
27% 0 — Infogrames ● £40 ● 1 player ● on cart ● Issue 43 ● AM

Utterly hateful. Only slightly more involving than a Kevin Bacon convention, and just as ugly.

TETRISPHERE
69% 2 — Nintendo ● £20 ● 1/2 players ● controller pak ● Issue 13 ● SJ

Confusing, complicated and frustrating.

THE NEW TETRIS
88% 5 — Nintendo ● £40 ● 1-4 players ● rumble pak ● Issue 33 ● MK

At last! The definitive non-GB *Tetris* game. Superb music, ace four-player ents.

TOP TIP *Go for the gold blocks by placing four of the same pieces together. You're awarded with ten lines for every line you get rid of.*

THE WORLD IS NOT ENOUGH
88% 4 — EA/Eurocom ● £40 ● 1-4 players rumble pak ● controller pak ● expansion pak ● Issue 49 ● MG




Great Bond shooter: the true successor to *GoldenEye*. But niggly in places, and pales in comparison to *PD*.

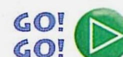
TOP TIP *To incapacitate the guards in the bank, you need to shoot them with the watch darts. Anything else and it's game over, man.*

EH?

Now this is just getting silly. We know we say your top fives can be about anything, but we had hoped you'd stick to Ninty-related stuff. Unlike Kent's Alex Ryland, who sent his top five, er, sandwich fillings. Very funny Alex. Now nobody do such a thing again.

1. HAM AND PICKLE
2. TURKEY BREAST
3. JAM (STRAWBERRY)
4. HAM AND COLESLAW
5. CORNED BEEF

*Thanks to **Top Tier** for supplying the lovely Corned Beef and Ham/Coalslaw sarnies.*



Club 64 DIRECTORY readers' top five

Your top five can be anything: your top five favourite characters, your top five favourite boss attacks, your top five favourite games featuring windmills, your top five favourite multiplayer moments, *anything* at all. The more creative and entertaining, the better!

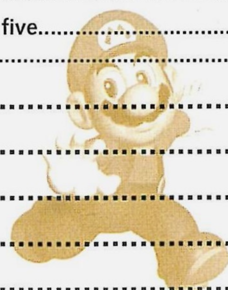
cut out and send

WIN!

An N64 game of your choice!

The reader with the best and most original chart wins an N64 game of their choice.

Send your completed form to:
N64 Directory Charts, N64 Magazine, Future Publishing, 30 Monmouth Street, Bath, BA1 2BW.



My top five..
....are:

1. ....
2. ....
3. ....
4. ....
5. ....

Name ....
Address ....
....
....
Postcode ....
Game wanted ....

FAMILY?

Andrew French from Biggleswade has been pondering characters in N64 games and come up with this list of folk he reckons may well have been separated at birth...

1 KIRBY/JIGGLYPUFF
2 SAMUS/CAPTAIN FALCON
3 BOWSER/SHREK
4 BANJO/CONKER
5 DROWZEE/MARK GREEN

TIGGER'S HUNNY HUNT

36% 1 Ubi Soft • £40 • 1 player • on cart • Issue 51 • GE

Another tiresome Disney-themed platformer that even youngsters will loathe. Pooh.

TOM & JERRY: FISTS OF FURRY

35% 1 Ubi Soft • £40 • 1/2 players • rumble pak • on cart • Issue 49 • GE

Duff cartoon scrapper. Without a four-player mode! Pants.

TONIC TROUBLE

55% 1 Ubi Soft • £40 • 1 player • controller pak • rumble pak • Issue 33 • MG

Occasionally fun, but more often dull and remarkably uninspired 3D platformer.

TONY HAWK'S SKATEBOARDING

86% 5 Activision • £40 • 1/2 players • rumble pak • controller pak • expansion pak • Issue 41 • MK




Very playable skateboarding sim with the emphasis on tremendous stuntwork.



TOP TIP *For a 10x trick multiplier, hold L at the pause menu and hit: Down, Right, Up, Right, Up, Left, Left-C.*

TOP GEAR OVERDRIVE

79% 2 Nintendo • £45 • 1/4 players • rumble pak • expansion pak • on cart • Issue 24 • TW

Arcade-standard visuals adorn a racer that you so desperately want to love... but just can't.

TOP GEAR RALLY

86% 4 Nintendo/Boss • £40 • 1/2 players • controller pak • Issue 8 • JD




Some of the fastest, most realistic driving ever to grace a computer game. Well designed tracks.



TOP TIP *Complete game 'seasons' to earn (in order) the Milk Truck, Helmet Car and Ball Car. • Double Game Guided on N64/18.*

TOP GEAR RALLY 2

90% 5 Kemco • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 38 • JB




Brilliant rally game with arcade handling. There's even a random track generator.



TOP TIP *Stick with your chosen racing team for as long as you can to get the best possible upgrades for your car.*

TOY STORY 2

71% 2 Activision • £40 • 1 player • rumble pak • controller pak • Issue 39 • TW

Surprisingly good 3D platformer, with fun levels and sturdy puzzles.

TUROK DINOSAUR HUNTER

91% 4 Acclaim • £30 • 1 player • controller pak • Issue 1 • TW




Screen-filling dinosaurs, ludicrously bloody violence and some breathtaking weapons. Fantastic!



TOP TIP *Type LKMBRD and use L and R to fly around the level. • Type NTHGTHDGDCRTDTRK for all cheats.*

TUROK 2: SEEDS OF EVIL

95% 4 Acclaim • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 21 • TW




A breathtaking follow-up to a superb original. Alongside *Zelda*, an essential purchase.



TOP TIP *Enter BEWAREOBLIVIONISATHAND for access to all the in-game cheats.*

TUROK 3: SHADOW OF OBLIVION

82% 2 Acclaim • £50 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 46 • MG

Brilliant in places but plain tedious in others. No match for the sublime *Perfect Dark*.

TUROK: RAGE WARS

87% 4 Acclaim • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 35 • MG




The third *Turok* proves to be an immensely enjoyable deathmatch-based shooter.



TOP TIP *Search lava pits for goodies. Keep an eye on your health, though.*

TWISTED EDGE

60% 2 Nintendo • £40 • 1/2 players • rumble pak • controller pak • Issue 24 • TW

An amateur snowboarding outing. Just competent.

VIGILANTE 8

74% 3 Activision • £40 • 1-4 players • controller pak • expansion pak • Issue 28 • JB

Average *Twisted Metal* clone.

VIGILANTE 8 SECOND OFFENCE

69% 3 Activision • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 40 • JB

Polished-looking but ultimately tedious update of last year's original.

VIRTUAL POOL 64

77% 4 Interplay • £40 • 1/2 players • controller pak • Issue 26 • MG

Surprisingly playable pool sim.

V-RALLY 99

90% 4 Infogrames • £40 • 1/2 players • rumble pak • controller pak • Issue 22 • JA




Finally, the N64 gets an 'arcade' racer to compete with the PSX's best. Fast and furious, this is terrific.



TOP TIP *Score 100% in Arcade mode to get access to two sets of secret cars.*

WAIALAE COUNTRY CLUB GOLF

49% 0 Nintendo • £40 • 1-4 players • rumble pak • controller pak • Issue 21 • TW

It's golf, but golf that looks like it's been through a meat processor.

WAR GODS

46% 0 GT • £25 • 1/2 players • No backup • Issue 7 • JB

Once you've sampled all the character's delights, and the silly moves, the novelty soon dissipates.

WAVE RACE 64

90% 5 Nintendo • £30 • 1/2 players • on cart • Issue 2 • ZN




Thoroughly realistic water effects and a scintillating two-player make this just as fun as *MK64*.



TOP TIP *To race in the alternate colours, press up on the analogue while selecting your character. • DGG + no. 3 with issue 14.*

WAYNE GRETZKY'S 3D HOCKEY

75% 2 GT • £25 • 1-4 players • controller pak • Issue 6 • TW

For sheer whizz-bang, puck-zipping magic, *Gretzky* is hard to beat.

WAYNE GRETZKY'S 3D HOCKEY '98

70% 2 GT • £25 • 1-4 players • controller pak • Issue 16 • MK

When all's done and dusted, is it really different enough to warrant buying? No.

WCW MAYHEM

78% 2 EA • £40 • 1-4 players • rumble pak • controller pak • Issue 36 • MG

EA's first WCW game is lightning quick, but disappointingly lacking in moves.

WCW/NWO REVENGE

75% 3 THQ • £50 • 1-4 players • rumble pak • on cart • Issue 22 • MG

Plenty of new characters and faster gameplay, but nowhere near as good as *WWF Warzone*.

WCW vs NWO WORLD TOUR

70% 2 THQ • £50 • 1-4 players • rumble pak • controller pak • Issue 12 • TW

A perfectly acceptable, technically solid beat-'em-up. Not quite *Tekken*, though.

WETRIX
74% ★ 3
Ocean ● £30 ● 1/2 players ● controller pak ● Issue 15 ● JP

Reasonably priced take on the age-old *Tetris* theme, with water and mountains.

WIPEOUT 64
88% ★ 4
Midway ● £45 ● 1-4 players ● rumble pak ● on cart ● Issue 23 ● TW

The trendiest future racer around finds its natural home on the N64. Looks and sounds terrific.

TOP TIP *Airbraking on gentle bends can flip you: save it for the tightest turns.*

WORLD CUP '98
73% ★ 1
EA ● £40 ● 1/4 players ● controller pak ● Issue 16 ● JA

Competent, licence-led but sluggish, frustrating and now with semi-automatic tackling. Hmm.

WORLD DRIVER
91% ★ 5
Midway/Boss ● £40 ● 1/2 players ● rumble pak ● controller pak ● Issue 32 ● JB

It might take you a while to get into but this is superb, with stunning visuals and well designed tracks.

TOP TIP *Change car colour: press Z at the car select screen. See N64/34 for more.*

WORMS ARMAGEDDON
85% ★ 4
Infogrames ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 36 ● MK

A brilliant conversion of the PC original, with fab multiplayer and random landscapes.

TOP TIP *Complete training and one-player missions for new multiplayer options.*

WWF ATTITUDE
88% ★ 4
Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 32 ● MG

The closest you'll get to real wrestling on your N64. Check out the create-a-player mode – it's hilarious.

TOP TIP *For extra costumes in create-a-player, win a WWF title as Mankind in challenge or career mode under normal or hard difficulty.*

WWF NO MERCY
92% ★ 5
THQ ● £40 ● 1-4 players ● rumble pak ● controller pak ● transfer pak ● Issue 49 ● AM

A huge improvement on already by far the best wrestling series, laden with options, intrigue and violence.

TOP TIP *The sneaky way to win is the Ring Out. Trap your foe outside the ring and leg it back in when the count's nearly finished.*

WWF WARZONE
85% ★ 3
Acclaim ● £50 ● 1-4 players ● rumble pak ● controller pak ● Issue 19 ● MK

A fantastic fat-fest with hi-res visuals, plenty of fighters, TV-chucking and a fab create-a-player mode.

TOP TIP *On the character biog, push down on the analogue to select other outfits.*

WWF WRESTLEMANIA 2000
90% ★ 4
THQ ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 36 ● OH

The best wrestling game yet. Playable, comprehensive and a mighty good larf too!

TOP TIP *When you pick up a weapon, slide back into the ring to keep it.*

XENA WARRIOR PRINCESS
81% ★ 3
Titus ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 36 ● MG

Fast-paced, four-player beat-'em-up.

YOSHI'S STORY
86% ★ 5
Nintendo ● £40 ● 1 player ● rumble pak ● on cart ● Issue 15 ● TW

Surprisingly, a Nintendo game that lacks longevity. But it's amazing to play and beautiful too.

TOP TIP *White Yoshi (3-2): When you find poochie yapping at a red pipe out of reach, go down the next one and look for the '?'.*

Import releases
(not yet out in UK)

Game	Details	Score	Stars
64 O-SUMO	Bottom Up ● 1/2 players ● Issue 11 ● ME	90%	3
AIR BOARDER 64	Human ● 1/2 players ● Issue 16 ● TW	62%	2
ALL STAR BASEBALL 2001	Acclaim ● 1-4 players ● Issue 44 ● AM	81%	4
ANIMAL FOREST	Nintendo ● 1-4 players ● Issue 56 ● GE	80%	4
ARMY MEN: AIR COMBAT	3DO ● 1-4 players ● Issue 46 ● AM	83%	3
AUGUSTA MASTERS '98	T&E Soft ● 1-4 players ● Issue 14 ● JP	40%	0
BANGAIO	Treasure ● 1 player ● Issue 36 ● MK	84%	4
BOMBERMAN SECOND ATTACK	Hudson ● 1-4 players ● Issue 45 ● AM	52%	2
BOMBERMAN D-DAMAN	Hudson ● 1 player ● Issue 20 ● JP	23%	0
BOTTOM OF THE NINTH	Konami ● 1/2 players ● Issue 30 ● TW	44%	2
CHORO Q 64	Takara ● 1-4 players ● Issue 20 ● MK	56%	0
CRUIS'N EXOTICA	Midway ● 1 player ● Issue 50 ● GE	43%	1
CUSTOM ROBO	Marigul ● 1/2 players ● Issue 41 ● JB	83%	4
CUSTOM ROBO V2	Marigul ● 1-4 players ● Issue 54 ● GE	84%	4
DENRYU IRA IRA BOU	Hudson ● 1/2 players ● Issue 12 ● JN	65%	2
DEZAEMON 3D	Athena ● 1-4 players ● Issue 19 ● MK	82%	3
DORAEMON	Epoch ● 1 player ● Issue 2 ● TW	60%	1
DORAEMON 2	Epoch ● 1 player ● Issue 26 ● JB	52%	1
DORAEMON 3	Epoch ● 1-4 players ● Issue 46 ● AM	54%	2
DR MARIO 64	Nintendo ● 1-4 players ● Issue 56 ● GE	43%	2
FIGHTER DESTINY 2	Southpeak ● 1/2 players ● Issue 45 ● AM	85%	4
FAMISTA 64	Namco ● 1-4 players ● Issue 11 ● TW	68%	1
FOX COLLEGE HOOPS	Fox Int. ● 1/2 players ● Issue 26 ● TW	25%	0
GET A LOVE PANDA LOVE UNIT	Hudson ● 1 player ● Issue 26 ● TW	??%	1
GLORY OF ST ANDREWS	Seta ● 1-4 players ● Issue 1 ● TW	58%	0
GOLDEN NUGGET	EA ● 1-4 players ● Issue 26 ● TW	52%	1
HARVEST MOON 64	Natsume ● 1 player ● Issue 39 ● MK	90%	5
HEY YOU, PIKACHU!	Nintendo ● 1 player ● Issue 50 ● GE	56%	2
JANGOU SIM MAH JONG 64	Video System ● 1 player ● Issue 7 ● JD	69%	1
J-LEAGUE DYNAMITE SOCCER	Imagineer ● 1-4 players ● Issue 8 ● TW	66%	1
J-LEAGUE ELEVEN BEAT	Hudson ● 1/2 players ● Issue 10 ● TW	52%	0
J-LEAGUE PERFECT STRIKER	Konami ● 1-4 players ● Issue 1 ● TW	89%	3
J-LEAGUE PERFECT STRIKER 2	Konami ● 1-4 players ● Issue 32 ● TW	90%	5
JEOPARDY!	Take 2 ● 1-3 players ● Issue 16 ● MK	9%	0
JIKKYOU WORLD CUP '98	Konami ● 1-4 players ● Issue 18 ● TW	91%	4
KING OF PRO BASEBALL	Imagineer ● 1-4 players ● Issue 1 ● TW	68%	1
KIRATTO KAIKETSU	Imagineer ● 1-4 players ● Issue 25 ● TW	60%	2
LAST LEGION UX	Hudson ● 1/2 players ● Issue 32 ● MK	60%	3
LEGEND OF THE RIVER KING	Natsume ● 1 player ● Issue 26 ● JB	56%	3
LET'S SMASH	Hudson ● 1-4 players ● Issue 23 ● TW	67%	3
MAH JONG 64	Koei ● 1-4 players ● Issue 3 ● JD	65%	1
MAH JONG MASTER	Konami ● 1-4 players ● Issue 1 ● WO	69%	2
MAJOR LEAGUE BASEBALL	Nintendo ● 1-4 players ● Issue 18 ● MK	74%	4
MARIO PARTY 3	Nintendo ● 1-4 players ● Issue 57 ● GE	74%	3
MEGA MAN 64	Capcom ● 1 player ● Issue 53 ● GE	70%	3
MIDWAY'S GREATEST ARCADE HITS	Midway ● 1/2 players ● Issue 50 ● MG	71%	3
MS PAC-MAN MAZE MADNESS	Namco ● 1-4 players ● Issue 48 ● MG	72%	3
NAMCO MUSEUM	Namco ● 1/2 players ● Issue 44 ● MG	70%	3

GBA PLAY!

You're lucky to have a mag to read at all since Game Boy Advance arrived on the scene. Here's a quick office poll of what we're sneakily playing under our desks when our Publisher isn't around the office.



GO! GO! ▷

IMPORTING?

Using the N64 Passport v3, all Japanese/US games listed here will work on a UK N64 with one of these three codes: E93D0054 0000003F, E93D0054 00000054 or E93E0658 00000000. And if you're looking for a particular import game – or, indeed, the Passport itself – give CA Games a call on 0141 334 3901.

Game	Details	Score	Stars
NBA COURTSIDE 2	Nintendo • 1-4 players • Issue 44 • MK	87%	4
NEON GENESIS EVANGELION	Bandai • 1 player • Issue 35 • JB	61%	3
NFL BLITZ 2001	Midway • 1-4 players • Issue 51 • AM	78%	4
NIGHTMARE CREATURES	Activision • 1 player • Issue 25 • MK	57%	1
OGRE BATTLE 64	Atlus • 1 player • Issue 50 • MK	87%	4
PACHINKO WORLD 64	Hewia • 1 player • Issue 13 • TW	12%	1
PIKACHU GENKI DECHU	Nintendo • 1 player • Issue 25 • ME	75%	3
POKÉMON STADIUM G/S	Nintendo • 1-4 players • Issue 55 • GE	90%	5
POLARIS SNOCROSS	Vatical • 1-4 players • Issue 54 • AM	57%	3
POWER LEAGUE 64	Hudson • 1/2 players • Issue 7 • JA	42%	0
POWER PRO BASEBALL 4	Konami • 1/2 players • Issue 3 • TW	54%	2
POWER PRO BASEBALL 5	Konami • 1/2 players • Issue 17 • MK	78%	3
PUYO PUYO SUN 64	Compile • 1/2 players • Issue 10 • ZN	80%	2
RALLY CHALLENGE 2000	Southpeak • 1/2 players • Issue 45 • MG	61%	3
READY 2 RUMBLE ROUND 2	Midway • 1/2 players • Issue 50 • AM	76%	3
SIM CITY 2000	Imagineer • 1 player • Issue 13 • JP	83%	3
SIN AND PUNISHMENT	Nintendo • 1/2 players • Issue 51 • MG	89%	5
SNOWBOARD KIDS 2	Atlus • 1-4 players • Issue 28 • JA	80%	4
SNOW SPEEDER	Imagineer • 1/2 players • Issue 26 • JA	71%	2
SPACE INVADERS	Activision • 1 player • Issue 44 • MG	73%	3
SPIDER-MAN	Activision • 1 player • Issue 51 • AM	78%	4
STARCRAFT 64	Nintendo • 1/2 players • Issue 45 • MG	78%	3
STAR SOLDIER	Hudson • 1 player • Issue 19 • MK	62%	1
SUPER BOWLING	Athena • 1-4 players • Issue 54 • MG	72%	3
SUPER ROBOT SPIRITS	Banpresto • 1/2 players • Issue 20 • MK	58%	2
SUSUME! TAISEN PUZZLE DAMA	Konami • 1-4 players • Issue 15 • TW	78%	3
TAMAGOTCHI WORLD 64	Bandai • 1-4 players • Issue 12 • JN	79%	3
TETRIS 64	Seta • 1-4 players • Issue 26 • JA	42%	1
TOKON ROAD	Hudson • 1-4 players • Issue 12 • DM	49%	1
TOP GEAR HYPERBIKE	Kemco • 1/2 players • Issue 44 • MK	64%	3
TRIPLE PLAY 2000	EA • 1-4 players • Issue 29 • MG	50%	2
TRUMP WORLD	Bottom Up • 1-4 players • Issue 21 • MG	21%	1
VIRTUAL CHESS	Titus • 1/2 players • Issue 18 • TW	76%	2
WCW NITRO	THQ • 1-4 players • Issue 27 • JP	42%	0
WCW BACKSTAGE ASSAULT	EA • 1/2 players • Issue 54 • AM	46%	2
WHEEL OF FORTUNE	Gametek • 1-3 players • Issue 11 • TW	17%	0
WONDER PROJECT J2	Enix • 1 player • Issue 1 • WO	55%	1



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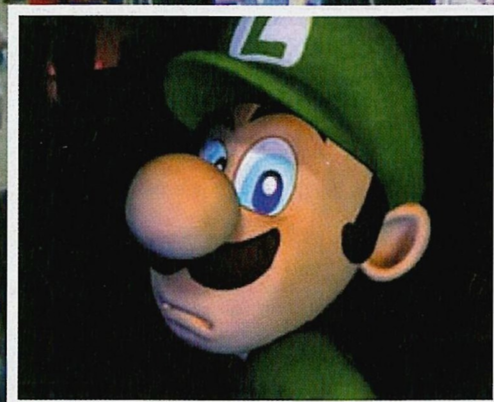
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Check out these great shots of Nintendo s awesome new adventure. This picture of Mario with Peach is DEFI-NITELY evidence of Nintendo s secret love game adventure first-person shoot-er. Find out more in this truly excellent piece of writing wot we have produced. It s not littered with hopelessly inane conjecture.
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BREAKING NEWS...
The new console is gonna be called, get this, GAME-CUBE! Not Starcube as we stated last week. Our source at Rare says Perfect Dark 2 will come inside the box for free and you ll be able to play online and stuff! Find out more lies disguised as breaking news that we wouldn t be able to put in a proper publication cos we d be sued.
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POLL: PLEASE VOTE NOW
Is Nintendo...?
Good
Bad
Alright
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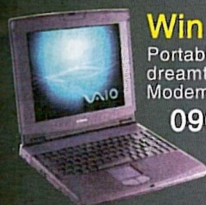


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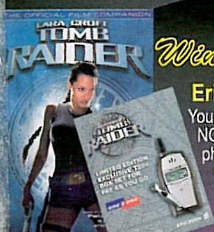
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